

**CLICK IT ICT ACTIVITIES FOR WEEK 4 - SUMMER 2011**

	NAME OF ACTIVITY	OUTLINE OF ACTIVITY	DETAILS OF ACTIVITY	ICT LEARNING OUTCOMES	DEVELOPMENT MATTERS
BEGINNER/IMPROVER	(FREESTYLE PICTURE)	Create a picture	Start with the classic felt tip pens. Teacher options -hold down 'CTRL', 'SHIFT' and tap O. More options are the fill tool, spray tool and shape tools. This simple painting program will help develop the childrens ICT skills and creative development. They will be able to experiment with a variety of colours and can either choose thin or thick felt tip pens. Click on a felt tip to choose it. Click on the rubber to rub out mistakes. Click the 'ABC', the children can type their name at the bottom of their picture.	Learning to use a simple paint program to single click to make choices and decisions. Introducing the keyboard.	<b>Creative Dev:</b> Explore colour (1). Choose particular colours to use for a purpose (2). Respond to comments and questions entering into dialogue about their creations (3).
INTERMEDIATE	FROGS & BUTTERFLIES F1 TOPICS 4-6 (INTRO/ACTIVITY 1 & 2)	Using a talking book	<b>Activity 1</b> - The children will be using the computer to look up information. This book shows two children exploring the garden in search of caterpillars and looks at the different stages of it turning into a butterfly. They look in a variety of places. Clicking on the eye icon animates the stages of development as the book is turned. The children have the opportunity to use the tool bar to navigate the book, including using arrows to turn the pages forwards and backwards and a sound icon to listen to the text.	Know how to operate simple equipment including operating the tool bar on the talking book.	<b>K&amp;U:</b> Show curiosity and interest in the features of objects and living things (1).
		Matching and identifying	<b>Activity 2</b> - Here the children will listen to instructions to find eggs around a pond. Once they click on an egg, pictures will appear on the screen. They will look closely at the pictures and click to choose which one they think their selected egg will grow into, e.g duck eggs grow into a duck. When the children click on the right picture they will see the eggs hatch and grow.	Using the mouse to control the cursor and make selections with a single click.	<b>K&amp;U:</b> Show curiosity and interest in the features of objects and living things (2). <b>C, L, &amp; L:</b> Know that information can be retrieved from books and computers (3).
ADVANCED	MINIBEASTS & LIFE CYCLES F2 TOPICS 4-6 'MINIBEASTS' (ACTIVITY 1 & 2)	Using a talking book	<b>Activity 1</b> - The children will be using the computer to look up information. This book shows two children exploring the garden in search of minibeasts. They look in a variety of places, including under wood, in a pond, in the soil etc. Clicking on the eye icon reveals the minibeast they have found in each location. The children have the opportunity to use the tool bar to navigate the book, including using arrows to turn the pages forwards and backwards, an eye icon to trigger a simple animation and a sound icon to listen to the text.	Know how to operate simple equipment including operating the tool bar on the talking book.	<b>K&amp;U:</b> Show curiosity and interest in the features of objects and living things (1). <b>C, L, &amp; L:</b> Know that information can be retrieved from books and computers (2).
		Looking at insects	<b>Activity 2</b> - Here the children have to move the magnifying glass around the screen to look for minibeasts. There are 10 minibeasts to find and add to the collection jar. When a minibeast is found, the children double-click on the jar to add them. Once the counter has reached 10, and all the creatures have been found, the children can drag and drop each one back to its safe hiding place.	Using the mouse to control the cursor and make selections with a single click. Use the mouse to click and drag items to specific areas on the screen.	<b>K&amp;U:</b> Show curiosity and interest in the features of objects and living things (3). <b>C, L, &amp; L:</b> Know that information can be retrieved from books and computers (4).
WHIZZ KID	2GO	Direction	This activity will help develop the children's directional language and creativity. Teacher options -hold down 'CTRL', 'SHIFT' and tap O. In options the activity can be extended by moving the felt tip in angles. Firstly, select a felt tip colour to draw. To move without drawing click felt tip twice to put the lid on. Let the children choose the direction they want to go by clicking on the directional arrows on the right hand of the screen. Then they have to choose how far across the screen they want their felt tip pen to travel click on a number 1 - 9.	Simple programming - using the mouse to single click to make choices	<b>P, R &amp; N:</b> Recognise some numerals of personal significance (1). <b>K &amp; U:</b> Notice and comment on patterns (2). Show an awareness of change (3). <b>CREAT DEV:</b> Make comparisons and create new connections (4).