

CLICK IT ICT ACTIVITIES FOR WEEK 4 - AUTUMN 2011

	NAME OF ACTIVITY	OUTLINE OF ACTIVITY	DETAILS OF ACTIVITY	ICT LEARNING OUTCOMES	DEVELOPMENT MATTERS
BEGINNER	LISTENING TO STREET SOUNDS (INTRODUCTION)	Identify familiar sounds heard on a road	Introduction - Level 1 The screen shows a busy street scene. Get started by discussing the sounds that the children have noticed in the street. The children will click on an object when they recognise the sound it makes. There are eight sounds to find: car horn, fire engine siren, pedestrian crossing, lorry engine, jogger, train horn, bicycle bell and road worker digging the road.	Use the mouse to control the cursor, single click to make selections	C, L & L: Learn new words very rapidly and are able to use them in communicating about matters which interest them (1).
	TALKING STORY	Bike ride	This talking story book is 16 pages long and the story may be stopped if time runs out. A boy goes on a bike ride to school. His journey takes him through a busy town centre, past noisy vehicles. Discussion - How many children have been on a bike ride? Can they describe some of the things they saw and heard when on a bike ride or an outing?	Using the cursor to click on arrows to navigate through a talking book. Single clicking to hear vehicle noises and spoken words	C, L & L: Anticipate key events and phrases in rhymes and stories (2). Listen to stories with increasing attention and detail (3).
IMPROVER	CHUG, TOOT, ZOOM!	Vehicle sounds	Auditory activity 3 - Level 1 The screen shows a picture of a railway station. The children are given a selection of photos of vehicles and they have to click on the one that makes the sound they hear. The children can use the left/right arrow keys on the screen to scroll through the photos. For each sound correctly identified, a carriage is added to the orange train. If they make a mistake a carriage is added to the blue train. There are eight sounds to identify such as a bicycle, helicopter and car.	Using arrow keys to scroll through photos. Use the mouse to click to make selections	C, L & L: Show interest in play with sounds, songs and rhymes (1). ICT: Complete a simple program on a computer (2).
	RHYMES	Transport rhymes	Rhymes The screen shows a short video of children singing the traditional rhyme 'The wheels on the bus' and a modern rhyme called 'Street sounds'. Discussion - How many children have been on a bus? What other noises can they think of to add to 'Street sounds'?	Know how to operate a video programme on the computer	C, L & L: Enjoy rhyming and rhythmic activities (3). Learn new words very rapidly and are able to use them in communicating about matters which interest them (4).
INTERMEDIATE	LEARNER DRIVER	Matching colours and letter shapes	Visual Activity 5 - Level 1 The screen shows a row of cars waiting to be parked. Each car has a letter on it. At the top of the screen is a row of garages, each with a letter on it. Use the arrow keys to drive each car to a garage which has the same letter on it. Clicking on the cars or garages will read out the letter sound as a matching clue. Discussion - can the children sound out the initial letters on each car?	Single clicking to hear sounds, clicking on arrow keys to direct a vehicle	C, L & L: Have confidence to speak to others about their own wants and interests (1). Hear and say the initial sound in words and know which letters represents some of the sounds (2).
	SOUND BANK	What's the sound?	Sound Bank - Level 1 This activity will check that the children can identify the familiar sounds heard on a road. The screen will show a bank of images found on the road. The children click on a picture to listen to the sound. Click on the '?' button to hear a mystery sound, then click on the correct picture to match the sound.	Use the mouse to click to hear sounds and make selections	C, L & L: Show interest in play with sounds, songs and rhymes (3). P, S & E: Display high levels of involvement in activities (4). K & U: Notice and comment on patterns (5).
ADVANCED	DRIVE BY RHYME	Awareness of words that rhyme	Auditory activity 4 - Level 2 Joe and his family are driving to the fun park. The children have to solve some rhyming puzzles to progress on the journey. Each time the children identify the 'odd one out' from a group of four rhyming pairs, the car moves forward two spaces. Discussion - Practise saying some rhyming pairs together and talk about the idea of the 'odd one out'.	Use the mouse to click and make selections	C, L & L: Use talk to connect ideas, explain what is happening and anticipate what might happen next (1). Show awareness of rhyme and alliteration (2). P, S & E: Display high levels of involvement in activities (3).
	STREET INSPECTION	Identify similarities in a street	Visual activity 6 - Level 2 The children will see a split screen showing two similar pictures of a busy street. A policeman on his beat acts as a guide. The children will have to spot differences between the two pictures. (There are eight differences; clock, curtains, cat, car, doorway, traffic lights, footballers and cloud).	Use the mouse to click and make selections	K & U: Explain own knowledge and understanding and ask appropriate questions of others (3).
WHIZZ KID	FILL THE SHOP	Sounds in words	Auditory activity 1 - Level 2 Click on an object on the side of the lorry to start. Each object has six words attached to it. The children will hear the words being segmented, e.g. c-a-t. They then click on the correct object in the lorry to place it in the shop. Discussion - Can they name the objects in the shop or lorry? Help the children sound out the letters to identify the word.	Use the mouse to click and make selections	C, L & L: Hear and say the initial sound in words and know which letters represents some of the sounds (1). P, S & E: Display high levels of involvement in activities (2).
	LEARNER DRIVER	Level 2	Visual activity 5 - Level 2 The screen shows a row of cars waiting to be parked. Each car has a letter on it. At the top of the screen is a row of garages, each with a letter on it. Use the arrow keys to drive each car to a garage which has the same letter on it. Clicking on the cars or garages will read out the letter sound as a matching clue.	Single clicking to hear sounds, using arrow keys to direct a vehicle	K & U: Explain own knowledge and understanding and ask appropriate questions of others (3). C, L & L: Hear and say the initial sound in words and know which letters represents some of the sounds (4).