

CLICK IT ICT ACTIVITIES FOR WEEK 8 - AUTUMN 2009

	NAME OF ACTIVITY	OUTLINE OF ACTIVITY	DETAILS OF ACTIVITY	ICT LEARNING OUTCOMES	DEVELOPMENT MATTERS
BEGINNER	POP AND PEEK	Reveal surprise behind balloons	Click on the balloon to reveal the surprise behind. Start with the cursor on the balloon in order for the child to practice simple clicking techniques. Then move the cursor off the balloon allow the child to practice moving the cursor onto the balloon. Start with 1 balloon and slowly progress onto 3 and then 7 balloons only if complete each level successfully.	To introduce the 'click' technique & develop the mouse /cursor relationship.	P, R & N: Recite some number names in sequence (1). Creat. Dev: Begin to differentiate between colours (2). Join in singing favourite songs (3).
	PICTURE SHOW	Slide show	The aim of this activity is to develop vocabulary. Ensure you have set the following options before starting: Grouped into themes, sound effects only. The children have to click on the red button to bring up a new picture. Start by naming the objects then encourage the children to name them first. Objects will be shown from different themes such as animals or clothes. When the mouse is moved it leaves a trail of sparkling stars which adds further interest. Encourage the children to talk about what they can see.	Learning to use the mouse and build up mouse/cursor skills.	P, S & E: Learn social skills and enjoy being with and talking to adults and other children (4) K&U: Show curiosity and interest in the features of objects and living things (5).
IMPROVER	NUMBERS AND COUNTING	Stories all about numbers and counting	These three stories help children to say and read numbers. Going to the moon - This story involves hedgehog and penguin going to the moon. The children will be asked to count down the numbers in the right order to fly them to the moon. Birthday card boxes - This story is about Lion and Penguin choosing a birthday card. The children are asked to help sort the cards into numbered boxes. Cow and the milk - Cow delivers the wrong number of bottles of milk to each house. The children are asked to help count out the right number of bottles for each house.	Using the cursor to click on arrows to navigate through the book. They have to click to select and then click again to insert their answer.	C, L&L: Listen to stories with increasing attention (1). P,R &N: Use some number names accurately in play(2) Sometimes match number and quantity correctly (3)
	SHAPE AND SPACE	Stories all about shape and space	Move onto this if time allows. These stories help children to explore some of the aspects of shape and space. Bathtime Ducks – In this story Dog and Cow are having a bath when Dog decides to hide their toy ducks. The children are asked to find the hidden ducks. Cow's scarf – In this story Cow has different holes in all her scarves. The children are asked to decide what shape Cow needs to mend each of her scarves. The Presents – In this story, Hedgehog has wrapped his presents but forgotten to put labels on. The children are asked to match the shape label with the shape on the present. The Flower Garden – If time.	Using the cursor to click on arrows to navigate through the book. They have to click to select and then click again to insert their answer.	C, L & L: Listen to stories with increasing attention (4). Question why things happen and give explanations (5). Show interest in illustrations and print (6). Begin to be aware of the way stories are structured (7). P, R & N: Show an interest in shapes and space by playing with shapes or making arrangements with shapes (8). Match some shapes by recognising similarities and orientation (9).
INTERMEDIATE	CALCULATING	Stories all about calculating	Set to level 2. There are three stories to choose from, each related to calculating. Children learn a lot about addition and subtraction through solving simple number problems. The Pizza Party – This story Lion has invited some of the animals to a pizza party at his house. The children are asked to help Lion work out how many pizzas he needs to order, as every time he tries to telephone the order one more animal arrives.	Using the cursor to click on arrows to navigate through the book. They have to click to select and then click again to insert their answer.	C, L & L: Listen to stories with increasing attention (1). Question why things happen and give explanations (2). P, R & N: Use own methods to work through a problem (3)
	MEASURES	Stories all about measures	Move onto this if time allows. Set to level 2. There are two stories to choose from all exploring measures. The stories focus on number situations that the children might meet in everyday life. Hedgehog's box - In this story the Hedgehog is sending Duck a bowl for his birthday. The children are asked to select the right sized box for the bowl to fit in. Dog and the ball - The animals are playing and the ball goes into the pond. The children are asked to find the right length stick to reach the ball.	Using the cursor to click on arrows to navigate through the book. They have to click to select and then click again to insert their answer.	C, L & L: Listen to stories with increasing attention (4). Question why things happen and give explanations (5). Show interest in illustrations and print (6). Begin to be aware of the way stories are structured (7). P, R & N: Use own methods to work through a problem (8)
ADVANCED	DIWALI	Intro & Activity 1 Jigsaw	Start of with the intro video which shows different festivals that are celebrated in the community. Encourage the children to think about the different festivals shown and which ones are they familiar with. Activity 1 shows a picture that the children have to drag and drop jigsaw pieces into. Talk about what is the family celebrating, how do they know this? When the jigsaw is completed the children can drag and drop a word from the word box to write a sentence about their picture. Click on the sound button to hear the sentence, when finished click the tick box.	Know how to operate a video programme on the computer (operating control buttons independently) drop and drag images to specific places on the screen.	P, S & E: Make connections between different parts of their life experience (1). K&U: Recognise some special times in their lives and the lives of others (2) Gain an awareness of the cultures and beliefs of others (3)
WHIZZ KID	CHRISTMAS	Intro & Activity 2 Card making	Start of with the intro video which shows different festivals that are celebrated in the community. Encourage the children to think about the different festivals shown and which ones are they familiar with. In activity 2 the children can colour in a christmas card. Encourage the children to think about who the card is for a friend or maybe someone in their family. There are four tools the children can use to paint or draw on their cards; paint brush/3 brush sizes, pencil, paintfill and the rubber to undo. When their card is finished click on the tick box.	Know how to operate a video programme on the computer (operating control buttons independently) Using the mouse to click on a colour palette	P, S & E: Make connections between different parts of their life experience (1). K&U: Recognise some special times in their lives and the lives of others (2). Gain an awareness of the cultures and beliefs of others (3)