

Time to Compute Resource Pack

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Time to Compute 2006/2007 – Progress Diary

Example sheet

Date	ICT Skill Area/s	Activities	Software/ Hardware Resources Used	Volunteers Assessment
3 Feb	Information Handling	Example: Collect information for database of Greek Gods or heroes using CD ROM encyclopedias, internet and Ancient World CD.	Example: CD-Rom encyclopaedia internet Ancient World CD	Worked well. Finish next session?
10 Feb	Modelling	Example: Explore a computer simulation.	Crystal Rainforest	My child tended to open Crystal Rainforest II which needs some explanation on control features.
17 Feb	Communication and information handling	Example: E-mail project	Microsoft Outlook	Took longer than I thought to actually discuss and write the e-mail. Will finish and send it at next session

Control in Primary ICT

Children today use control technology without even realising it. From a very young age, they play with programmable toys, computers, TV remote controls and so on. At home, control systems are used in alarm clocks, video timings, central heating and burglar alarms. It is easy for children to see how control technology is beneficial to us.

A control system responds to signals. By entering an instruction some change will occur. There are many familiar examples, such as using a handset to change the TV channel, or setting a security light to turn on when a person approaches. These instances show how a simple procedure can cause an event to occur.

The Secret Garden of Mutabor www.yenz.com

Described by Felicity Bryan from Brookfield School as, "beautiful, motivating and intriguing", this website combines the elements of a puzzle style game with

appealing graphics and an environmental theme that has pupils hooked. The delicate ecosystem of The Secret Garden is under threat and it is up to you to solve the puzzle, discover the secret code and save the garden. Suitable for Key Stage 2, this site helps to develop pupils' ICT navigation skills. The site encourages pupils to click using a mouse, click and hold, as well as understanding when to click and when to rollover an icon to gain the desired result. It also focuses on using the functionality held within the 'right click' drop down menu in the "Flash Player 5" program – a common application used in websites – to enable the pupils to zoom in and out of features within the site, to navigate the site effectively and solve the puzzle, saving the garden. Felicity recommends using the site in conjunction with an interactive whiteboard to teach the initial skills, then letting the pupils explore the garden independently.

Communication in Primary ICT

Clicker 4 is a powerful yet easy-to-use writing support and multimedia tool that enables children to write with whole words, phrases or pictures.

- Easy to tailor for individual needs
- Supports all areas of the curriculum
- Educational software – voted for by teachers

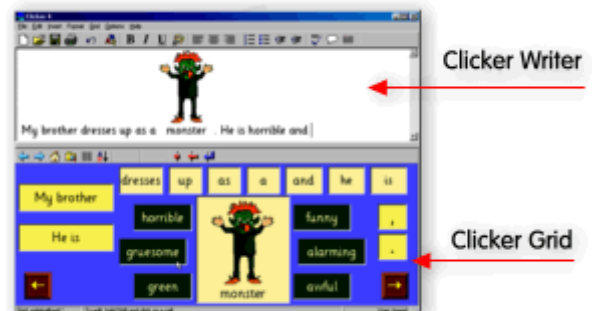
Clicker Writer is Clicker's talking word processor – you can type into this with the keyboard, or you can click on items in the Clicker Grid to send them into Clicker Writer. Clicker 4 is the latest version of Clicker. It comes with high-quality software speech so you can hear words in the Clicker Grid before you write, or hear what you've written. You can also use speech voices for other languages, or record your own speech. See our audio products section for voices for other languages.

Clicker 4 also comes with a large picture library with 1,000 educationally related images. You can also use your own pictures. See our graphics & symbols section for additional picture libraries, including some designed for special needs communication.

Clicker 4 has a range of accessibility options for people who cannot use a mouse or keyboard. We can also provide a range of access devices. When used with Pen friend, Clicker can predict the next word you're going to write and offer a range of alternatives in the Clicker Grid.

For more information on using CLICKER 4 go to:

<http://www.cricksoft.com/uk/products/primary.htm>



ICT Activities for Key Stage 2 Children

- Find suitable clipart or put a picture they have created in a graphics programme into a piece of text they have written – eg. a story, poem, newspaper article.
- Make some multimedia pages combining different types of information for a computer-based guide to the school, or the school website.
- Search for information efficiently using a large database such as CD-ROM or the Internet.
- Copy this information into their own work and adapt it for a specific purpose.
- Collect information suitable for putting into a database and check it is accurate and reliable.
- Work with their volunteer to create a database using this information.
- Use AND / OR to interrogate the data from information in two fields.
- Predict, enter as procedures, check and change sets of instructions for ROAMER or LOGO
- Carry out an experiment using the computer sensor equipment and create a report using different software.
- Use a spreadsheet to record and analyse some results. Ie at sports day
- Compose, send and retrieve e-mail.
- Choose appropriate software for a task.
- Compare doing something on the computer with other methods.
- Explain how and why they use ICT to do their work. Can describe different uses of ICT outside school.
- Load and use the CD-ROM to find out about something, put the information into their own work, change, save and print it out.

Getting Started Sheets

Details on some of the software titles you will find in NI primary schools. There is some practical information.

<http://www.blackcatsoftware.com/catalog/products/numswordpic.html>

<http://c2kschoolbox.granada-learning.com/>

<http://www.rm.com/Primary/Products/Story.asp?cref=SS207306>

Some children's search engines

[Ask Jeeves Kids – http://www.ajkids.com/](http://www.ajkids.com/)

[Yahooligans – http://www.yahooligans.com/](http://www.yahooligans.com/)

NI Key Stage 2 Website

[Grid Club http://www.gridclub.com/](http://www.gridclub.com/)

The official website for KS2 pupils in Northern Ireland.

It contains:

- Over 500 interactive educational games – all linked to the NI curriculum (see Grown Up section)
- Look it up section with dictionary, atlas, thesaurus, fact gadget
- Clubhouse – pupils only area which is a safe communications environment – sorry no adults allowed!

Educational Software

Educational software refers to software that can be used by teachers and students to support teaching and learning. Educational software is essential in any learning environment to allow teachers and students maximise the power of the computer. There are hundreds of educational software titles available on the market but not all are suitable for use in schools.

This vast collection of educational software can be divided into two categories:

- Content-free software
- Content-rich software

Each of these categories is briefly explained below with suggestions as to how teachers can make more informed decisions when selecting educational software in the future.

Content-free Software

Content-free software is the most flexible of the two categories as it provides teachers and students with the tools to create their own content. It tends to be dominated by open-ended software products that support the creativity of the user, such as word processing and graphics programs.

For example, if a teacher is selecting a program to support the creative writing process within the school, they should select a word processing program that meets the needs of their students. Junior primary students may require a word processing program that contains limited menu options, while also supporting a variety of graphic, font and sound file formats. Senior students may require a word processing program that follows business conventions while students with special needs may require a word processing program that includes auditory feedback in order for them to monitor their work. The school should decide the most appropriate programme based on the students' needs and the school's budget.

The following table lists a series of tasks and in each case suggests one type of content-free software programme that could accomplish the task effectively.

Task	Suggested Software Type
Writing	Word processing or desktop publishing program (eg Word or Text ease)
Writing a musical score	Score arranging software (eg Sibelius)
Editing a digital photograph	Image editing software (eg Paint Shop Pro)
Brainstorming, essay planning	Concept mapping software (eg Inspiration)

Teachers have been using content-free software for a long time, as it facilitates a wide range of cross-curricular teaching and learning activities.

Content-rich Software

Content-rich software accounts for a large proportion of commercially-produced educational software. It typically comprises multimedia content (e.g., graphics, video, sound, animation, etc.), which is presented in a very structured way. There is a wide range of content-rich software available on the market ranging from teaching basic number concepts to explaining complex mathematical equations. In a school setting, this type of software is used by teachers to teach topics and by students seeking to gain a deeper understanding of a particular topic.

Unlike content-free software the user rarely can input their own material, as these programmes tend to restrict the level of user control. Furthermore, a large proportion of the content-rich software currently available is tutorial or drill and practice. For example, if a student is having difficulty mastering basic number concepts the teacher may decide to introduce a drill and practice Maths program. Apart from presenting the material in an alternative format, this provides the student with a safe, friendly environment in which they can practice their skills. Content-rich software is extremely useful and should be carefully selected to support aspects of the school curriculum. The following table outlines some tasks that can be supported by this type of software.

Task	Suggested Software Type
Reinforce basic number concepts	Drill and practice Maths program (eg Millie's Math House)
Explore electrical concepts	Science simulation program (eg Exploring Science)
Information retrieval	Multimedia encyclopaedia (eg Encarta)

Using Programmes and Software

Here is some information on the use of programmes and software that you may find in schools.

The school may give you specific guidance on what things to do with your children or they may leave you more freedom to choose what do yourself.

Other manuals and support materials for the programmes and software in the Granada C2kToolbox can be accessed from the Granada Learning C2K site.

http://c2kschoolbox.granada-learning.com/html/main_manuals.html

This site also includes practical ideas for literacy, numeracy, geography, history and science.

Lots of ideas and information including: Making web pages, Interactive stories, Using LOGO, MS Paint, MS PowerPoint from

<http://www.teachingideas.co.uk/ict/contents.htm>

An interactive numeracy site

<http://atschool.eduweb.co.uk/ufa10/trantowers.html>

Training materials includes: Dazzle, Using Search Engines, Chooselt, Web Pages, Roamer, Spreadsheets

<http://www.priorywoods.middlesbrough.sch.uk/subject/ict/training/training.htm>

Programme/Software	Publisher	Key Stage	Subject Area
<p>British Isles Explorer This programme takes a closer look at the British Isles, with the map coming alive with sounds and animation highlighting places of interest, important historical and natural features</p>	Dorling Kindersley	KS 1+2	Geography/ History
<p>Chooselt Maker This programme allows you to create simple cause and effect activities using your own images and sound files.</p>	Inclusive Technology	KS1+2	Communication
<p>Clicker 4 This award winning package offers sentence building, word banks, on-screen dictionaries and multimedia. Included on the system are Clicker Animations, Clicker Grids for Learning, Clicker Sounds and Clicker Applications covering the following topics: Animals of Hot Lands Castles Minibeasts The Ancient Greeks Under the Sea</p>	Crick	KS1+2	Communication
<p>Crystal Rainforest 2000 Crystal Rain Forest 2000 is a comprehensively updated multimedia version that features graphics, animation, sound effects and full narration. The adventure introduces, develops and teaches Logo.</p>			Control/Logo
<p>Decisions 3 Decisions 3 is a simple to use branching database in which information can be entered in the form of a 'decision tree'. The program has been designed to be as easy to use as possible and can be used by pupils from the age of six years and upwards</p>	Black Cat Toolkit	KS1+2	Databases

Programme/Software	Publisher	Key Stage	Subject Area
<p>Egyptians Discover the world of the Ancient Egyptians with this interactive CD-ROM. Pupils find themselves in a pyramid where they have access to an interactive Egyptian timeline and seven character 'guides'.</p>	Anglia	KS2	
<p>Encarta Encyclopaedia 2001 Encarta Encyclopaedia Standard 2001 offers comprehensive articles, Web Links, videos, animations, pictures, and audio clips, all which help bring information to life.</p>	Microsoft	KS1+2	
<p>Encarta World Atlas 2001 Encarta Interactive World Atlas 2001 is a dynamic, interactive globe integrated with rich multimedia content. Encarta Interactive World Atlas 2001 contains eight times more detail than any print atlas, offering 21 customizable map styles, 1.8 million places, and insight into the world's cultures with comprehensive articles, multimedia elements, and statistics</p>	Microsoft	KS1+2	
<p>Encarta World Eng Dict 2001 Encarta World English Dictionary 2001 is the global English dictionary created for the Internet age. The product includes six comprehensive, integrated reference works to help you understand and use the English language – Thesaurus; Dictionary; Quotations; Almanac; Computer and Internet Dictionary; Manual of Style and Usage.</p>	Microsoft	KS1+2	
<p>Fresco Fresco has been designed to take educational graphics programs into a truly new creative area. It has been designed to model as closely as possible the many different media available to the art student.</p>	Blackcat		Graphics/Art

Programme/Software	Publisher	Key Stage	Subject Area
<p>I Love Science This interactive package allows children to experiment on screen. It covers Life, Energy, Forces and Matter.</p>	Dorling Kindersley		Science
<p>Information Workshop 2000 Information Workshop is a powerful Windows information handling program which includes many easy-to-use features that bring the creation and searching of a database well within the reach of pupils from the age of 6-16.</p>	Blackcat		Information Handling
<p>Junior Viewpoint Junior ViewPoint contains over 30 high quality data files built to encourage pupils to interrogate, search, sort and analyse information. Everything you need to deliver the Information Handling thread of the National Curriculum ICT orders is included.</p>	Longman		Information Handling, Data Files
<p>Lego Robolab ROBOLAB software is icon-based and incorporates a gentle step-by-step progression from beginner to advanced level - accommodating individual abilities and laying the foundation for further class projects. Includes 3 levels of programming : Pilot, Inventor, Investigator (incl. datalogging facilities).</p>	Lego Dacta		
<p>Let's Go With Katy Modules 1-3: This software is designed to develop pupils' understanding of the concepts of left, right, orientation and bearings. Pupils will identify with the character Katy as they guide her through a variety of situations that take place in a graphically rich environment.</p> <p>Modules 4-7: These Let's Go modules are designed to further develop pupils' understanding of direction through a range of stimulating activities, providing pupils with opportunities to recognise, and work with, compass points.</p>	L&T Scotland		

Programme/Software	Publisher	Key Stage	Subject Area
Modules 8-10: These Let's Go modules are designed to further develop pupils' understanding of the relationship between compass points and bearings through a range of stimulating activities including using air traffic control type radar, using map grids, and sailing around an island.			
The Map Detectives A truly interactive CD-ROM that teaches and develops geography, mapping and compass skills in a highly original way. This fascinating, highly-interactive simulation is packed with graphics, photographs, animations and sound, all cleverly interlinked in an ingenious plot that changes every time you take up the challenge.	Sherston		
MS Windows LOGO This implementation of Logo brings the power of Windows and Logo together. Also supports 3 dimensional geometry. This language will never cease in amazing you.	Softronix		
Multimedia Textease 2000 V5.52 The original `click anywhere and type` word processor and desktop publisher. Suitable for all writing and publishing tasks at home and in school, its ease of use and configurability make it just as ideal for five year olds as it is for adults. The new fully configurable word bank aids word association and literacy skills through words, pictures, sounds, video and links. Textease 2000 talks, reading your work back to you. Ideal for children, those with visual impairment and especially for proof reading letters .	Softease		
Numberworks Full of cranky old machines that barely work at all, the Number Works will captivate pupils as they try to help UNIT the robot (and his friend the mouse) get the place working again.	Sherston		

Programme/Software	Publisher	Key Stage	Subject Area
<p>Office 2000 Pro Microsoft Office 2000 is a family of products designed to help you complete common business tasks. Microsoft Word focuses on written documents; Microsoft Excel on spreadsheets, Microsoft Outlook on e-mail, calendars, and contacts; Microsoft PowerPoint on presentations and slide shows; Microsoft Access on database creation and management.</p>	Microsoft		Information
<p>Pawprints New full feature word processor/desktop publisher for pupils of all ages. Simply click anywhere to start writing, pre-configured levels give pupils access to appropriate tools, teachers are able to change configurations if required.</p>	Blackcat		
<p>Read and Write 4 Read and Write works with any Windows based application. It can be used with any word processor, spreadsheet, database, email and Internet. It is a simple to use toolbar that "floats" on top of any open application waiting to provide assistance when called upon.</p>	Texthelp		
<p>RM Colour Magic 2 RM Colour Magic 2 is a simple and intuitive graphics and painting package that combines creativity with flexibility. It includes features to help pupils create and edit images for the Internet and explore shapes and symmetry.</p>	Research Machines		Paint/Graphics
<p>RM Number Magic RM Number Magic is more than just a spreadsheet. It is a simple and intuitive package covering information handling, modelling and monitoring, which helps primary schools to meet the curriculum requirements for ICT.</p>	Research Machines		Spreadsheets

Programme/Software	Publisher	Key Stage	Subject Area
<p>RM Talking First Word 4 RM Talking First Word 4 is a simple yet powerful word processing package that combines pictures and sound with a flexible range of word processing tools, making it suitable for pupils of all ages and abilities.</p>	Research Machines		Word Processing
<p>Roamer World Roamer World is an on-screen version of the well-known floor robot, which helps pupils guide and programme on-screen robots in much the same way as they would the floor model. It can be used on its own, or in conjunction with a floor roamer to extend the potential of control in the primary classroom.</p>	Research Machines Valient		Control/Robotics
<p>Time and Money The first Lifeskills title provides exciting interactive activities are provided that are designed to develop memory and matching skills, as well as giving students a solid foundation in the basics of telling the time and handling money.</p>	L&T Scotland		Numeracy
<p>World Explorer Over 44 animated maps and 600 surprise pop-ups make learning fun and inspiring! Also travel through time! Kids explore eight exciting past civilisations as they find hidden clues in a search for the missing Professor Timestein. Follow clues from continent to continent, soaking up vital knowledge about countries, cities, culture, and customs. With over 500 multiple-choice questions World Explorer Deluxe will test your knowledge of continents, capitals, flags and more. You'll also collect stickers of unusual animals and interesting landmarks, make entries in your logbook, and even personalise your passport!</p>	Dorling Kindersley		Geography

Programme/Software	Publisher	Key Stage	Subject Area
Young Writers Workshop Young Writers' Workshop provides a unique environment in which children can develop their creative writing skills. The program has two major sections where young writers can take part in journalistic assignments that provoke stimulation for factual and imaginative writing. The program also incorporates an Irish language module.	Granada		Literacy DTP

Useful Websites

Useful if you have access to a computer and want more information about a programme, computer terminology, or to get new ideas for activities for your children.

Santa Claus and Christmas site with games and activities
<http://www.northpole.com>

If you like playing with Kaleidoscopes then try this site. You can save them to clipboard with ALT/PRINT SCRN keys
<http://www.permadi.com/java/spaint/spaint.html>

Inside Art – An Art History Game
<http://www.eduweb.com/insideart/index.html>

At School – Thousands of National Curriculum led links and on-line activities to meet the education needs of Primary School children...
<http://www.atschool.co.uk/>

Creating and working with Magic Squares
<http://mathforum.org/alejandre/magic.square.html>

Argosphere - site that contains on-line interactive activities
<http://www.thebigbus.com>

Learn about the Internet -
 Welcome to the Web interactive learning
<http://www.welcometotheweb.org.uk>

Graphics
<http://freespace.virgin.net/barry.metcalfe/graphics.htm>

A Function Machine

http://freespace.virgin.net/barry.metcalfe/a_function_machine.htm

Data Handling

<http://www.cofton.bham.sch.uk/data31.htm>

'If' statements using Excel

<http://freespace.virgin.net/barry.metcalfe/index.html>

Granada –

Current provider of software used in NI schools

<http://c2kschoolbox.granada-learning.com>

Literacy – Construct your own 'wacky' story.

<http://www.eduplace.com/tales/index.html>

Using LOGO

<http://www.teachingideas.co.uk/ict/logoinstrucws2.htm>

<http://www.teachingideas.co.uk/ict/files/usinglogo.pdf>

Health and Safety advice; maintaining child anonymity on website or in emails; electrical safety; safe use of screens, keyboards, seating, trolleys etc. see <http://www.becta.org.uk/technology/infosheets/html/HandS.html>

For further advice on internet safety see the Superhighways Safety Pack

<http://www.becta.org.uk/technology/infosheets/html/internetsafety.html>

Kidsmart – Be safe and smart online <http://www.kidsmart.org.uk/>

Microworlds 'Geoboards' – logo based activities which can be downloaded free of charge from the LCSl website <http://www.microworlds.com/maths>

Volunteer Evaluations

These evaluations were completed by volunteers on Time to Compute last year on ICT materials they used.

Title: I Love Science

Ratings

Educational:5

Child Appeal: 4

Ease of Use: 4

5 = great 1 = poor

Educational Value

I Love Science (Doring Kindersley), explores a variety of science topics, each with a virtual hands-on experiment that enables the student to explore the subject.

Topics are all structured similarly; pages contain a few paragraphs of written text, in which certain words are highlighted. When the student clicks on a highlighted word, a new text box opens up with a definition of that word. In addition to text, each topic page includes an illustration, a "Did You Know?" button which also opens up a new text box including an interesting factoid on the current topic, and finally, a "Play" button which leads the user to the experimentation and drill section of the program.

Experiments are simple and quickly completed. They require user participation – for example, the user may be asked to move or connect objects in some way so as to observe their effect on each other.

Child Appeal

For some reason, I was more enthusiastic about this software than the children who used it. They weren't initially impressed by I Love Science's main characters. However, when they become more familiar with the program, they enjoyed the activities, which they found challenging but not overly difficult.

Title: INVESTIGATION

Ratings

Educational:4

Child Appeal: 4

Ease of Use: 4

5 = great 1 = poor

Educational Value

In Investigation the students explore their surroundings and find useful information that helps assist the main character to resolve crimes and catch the criminal.

It is a good game to help children develop visual space skills to learn to follow directions and to extract and interpret important piece of information. It also can prove beneficial in improving the children's short and long memory.

Child Appeal

Sometimes the child found that the program was not intuitive in its use – and therefore they lost some interest. However, past the first stage of familiarisation with the programme, they genuinely seemed to enjoy it and they found it challenging.

Title: PAINTING PROGRAMME

Ratings

Educational:4

Kid Appeal: 5

Ease of Use: 4

5 = great 1 = poor

Educational Value

Painting Programme is similar to other simple image editing software – with the addition of some children-friendly features such as “stamps” (a fairly large collection of images classify in a variety of topics). Once that they have selected a particular stamp they then have a choice of four different sizes to choose from.

I initially permitted the children to experience this programme by themselves; however I got the impression that nothing very constructive was coming from the experience, other than the children covering the screen with a colour spray. Then I decided to guide them in order to use the tool to create a particular image such as a farm picture. This proved very positive. The children then investigated different options to create a background using the colouring tools available within the program and they used the pictures contained in the stamps to create their own composition.

Child Appeal

The children seemed to find any programme that enabled them to paint and create images to be both fun and appealing. Once a specific goal was set the program enabled them to explore their own creativity and, at the same time, allow them to learn how to use image editing software.

Title: READING BOOK

Ratings

Educational:4

Child Appeal: 4

Ease of Use: 5

Note: This program is more adequate for younger children

5 = great 1 = poor

Educational Value

Reading Book is basically an interactive reading book. As the story is told, the words are clearly highlighted in short phrases of one to three words, guiding the viewer's eyes. Various actions take place after the narration stops, creating a video-like

appearance. The user then has several options: he can explore each screen by clicking on a large number of characters and objects, or by clicking on a symbol in front of the text to have it re-read, or by clicking on any word and having it read alone.

It is a good program for younger children, who will find it fascinating and a very good way to help them improve their reading availability; but it's not overly beneficial for P6 students.

Child Appeal

Although it was not a challenging program for P6 students, the children found the characters and the way that the story was presented both fun and appealing.

Review of Granada Young Writers' Workshop Class Teacher, Northumberland

Granada Learning's Young Writers' Workshop greatly impressed me and I'm sure that it will be of use to many class teachers, parents and guardians who wish to encourage their Key Stage 2 children to discover the joy of creative writing, within a fantastically real and stimulating environment. It provides a sound series of frameworks to support the writing elements of the Literacy hour.

Gone are the days when you had to spend half the lesson trying to encourage the children to use their imagination to pretend that they are producing a piece of text for a specific purpose. Now all you need to do is show them one of the exercises in Writers' Workshop and they are transported into the real world of writing for a living! My particular favourite was the video activity which actually plays the video along with the audio that the children have written and recorded.

On a more basic level the audio text support feature allows all of the class to access the tasks and the print and save options are so easy to use. Once the children have logged in, their work is saved automatically in the correct directory, no more time searching for missing work (or finding their work within your other folders).

Without doubt the biggest advantage of Young Writers' Workshop is the ease with which the children can publish their work on the Web. No need to worry about complicated HTML codes (whatever they may be!), all you do is click on the option that asks whether you wish to view your work on the web and it is as simple as that. The work appears as a complete web page at the click of a button.

Using Microsoft Publisher – to design a Newsletter

The theme to be covered can be dictated and supporting material already prepared and chosen. However, children will participate and enjoy the activities more fully and creatively if they feel the ideas are their own.

Photographs and images using the digital camera and scanner could be incorporated such as the school crest and logo, a picture of the class etc. Children could be given an opportunity to handle the peripheral ICT equipment and shown how to alter images when downloaded.

The newsletter could be sent to other partner schools etc. Production of further issues could be considered.

This activity has tremendous potential for language reinforcement, communication and exchange as well as creativity and fun.

Curricular software

C2K are currently developing a searchable database to provide detailed information on all curricular software titles for all subjects at all Key Stages provided by C2K.

Until the database is available we have provided for your use Getting Started Sheets on the following primary software titles. These sheets provide practical and curricular information on how to use each software title.

Key Stage 2

Talking and Listening

Develop and apply their understanding and skills of information technology, and in particular, to record and listen to their own speech and that of others

PawPrints – this desktop publisher allows the pupil to record their own voice

SlideShow – eg import their own voice into a multimedia presentation

Young Writers' Workshop – writing for television, radio and magazines in a variety of different styles, from investigative journalism to fictional script writing

Listen and respond to a range of visual and audio – visual materials.

Describe and talk about real and imaginary experiences and about people, places things and events.

Read aloud a text which they have prepared.

Prepare and give a short oral presentation showing an awareness of audience.

Young Writers' Workshop – eg video and radio broadcasts on a range of cross-curricular topics

Reading

Search for and find information using a computer

Internet Odyssey 2 – manipulation of text and graphics into a slide presentation which can be used to enhance your school website or simply as a presentation. See also 'Polar Lands' CCEA task for Accreditation of ICT at KS2

Writing

Develop where appropriate, and apply their knowledge, skills and understanding of information technology, eg use a word processor to create and with help redraft assemble text and graphics for a variety of purposes and audiences

Write Away! – word processing at four different levels

PawPrints – word processing and desktop publishing at four different levels

SlideShow – multimedia presentations - text, graphics, sound and video

Internet Odyssey 2 – manipulation of text and graphics into a slide presentation which can be used to enhance your school website or simply as a presentation

Young Writers' Workshop - writing for television, radio and magazines in a variety of different styles, from investigative journalism to fictional script writing

See also 'Design a Poster!' , 'Museum Visit' , 'Party Invitation', 'The School Trip' , 'Timescapes', 'House for Sale', 'Storyboard', 'Snapshot', 'Rainforest Adventure', 'Victorian Times' and 'Read All About It!'

CCEA tasks for Accreditation of ICT at KS2.

Observe the different conventions and structures demanded by the various forms of writing.

Young Writers' Workshop

- Video Shorts: One of eight video clips available to write and record voice-overs for their work
- Sound Bytes: Write and record one of eight factual reporting activities for a radio broadcast
- Write On: Write for a newspaper or magazine
- Caption Writer: Write a snappy caption for a photograph
- Photo Copy: Write a magazine-style photo story and storyboard for various purposes
- Face Value: Select a portrait and create a profile of that person using clues given by expression and experience
- Radio Activity: Write and record for a radio broadcast, including interviews, plays and adverts
Photo Fit: Create a cartoon character and write about their personalities - see also 'Character Study' CCEA task for Accreditation of ICT at KS2
- I Site: Biographical writing