



Unit: Adventure/Simulation

Overview of this Unit:

Staff should model the use of a variety of simple computer representations of imaginary (Adventure) or real (Simulations) situations with the children. Activities on the computers can be linked to class themes or topics to stimulate language development and develop collaborative working and thinking skills. There will be times when the children will be directed to tasks for specific learning opportunities but there should also be opportunities for pupils to choose to use the activities on the computers as part of continuous and enhanced provision. Activities can also be set up on the IWB for pupil use. There are many activities freely available on the Internet as well as purchased software. Appropriate use of the Welsh language should be encouraged when talking about the activities: colour, shape, size etc.

Activities based on imaginary situations will allow the children to become involved in role playing situations undertaking quests, collecting objects and problem solving. Whilst simulations will allow children to investigate activities that they would normally carry out in real life, e.g. dress a teddy, complete a jigsaw, sort objects by size, match or collect objects etc. Children will undertake a wide variety of activities and should be encouraged to develop perseverance to complete tasks. Staff can use software to create simple activities using an IWB or a variety of generic software to support and reinforce learning.

Some software and activities can be linked to role play situations, such as office simulation software to enhance a hospital or a doctor's waiting room, estate agents or pretend school office, planting and growing flowers in a garden centre or for a florist shop etc.

Expectations at the end of this unit:

Most pupils are beginning to: use a mouse to move items on screen to sort by colour, size and sequence objects etc. They can complete simple tasks and talk about their actions.

Some pupils will only be able to: use a mouse with help to move items on screen to complete simple tasks and only talk about their actions with adult support and encouragement.

Some pupils will also be able to: use a mouse to move items on screen to sort by colour, size and sequence objects etc. They complete simple tasks and demonstrate thinking skills to work out their options by talking confidently about their actions. They show perseverance to complete tasks.

KEY:

Personal and Social Development, Well-Being and Cultural Diversity (PSDWBCD)	Welsh Language Development (WLD)	Creative Development (CD)
Language, Literacy and Communication Skills (LLC)	Knowledge and Understanding of the World (KUW)	Outdoor Play (OP)
Mathematical Development (MD)	Physical Development (PD)	Role Play (RP)













Early Years Finding and Developing Information and Ideas

Teacher Assessment: The skills demonstrated by the children should form part of continuous assessment. Tracking and recording pupils' progress should be done in line with the schools assessment policy and used to inform future planning. Recording sheets are provided for schools as an optional part of this Scheme of work.



Adventure/Simulation

ICT Skills	Areas of Learning	Suggested Activity	Vocabulary	Resources	Skills across the Curriculum
<p>Uses a simulation program to complete simple tasks.</p> <p>Can use the mouse or IWB to move objects on screen for a purpose.</p>		<p>Staff demonstrate and model the use of a variety of simple computer representations of imaginary (Adventure) or real (Simulations) situations with the children. Encourage the children to understand that moving the mouse whilst holding down the left button enables objects to be dragged and moved on screen.</p> <p>Activities can be linked to class themes or topics to stimulate language development and develop collaborative working and thinking skills. They can involve moving objects on screen e.g. a character could be dressed for different weather conditions or furniture placed within a room of a doll's house, building a house or town, creating an imaginary animal, making a sandwich, dressing a teddy, completing a jigsaw etc. Many of these activities can be found on-line, on CDROMS or can be made by staff to support specific cross curricular learning objectives. Welsh language should be</p>	<p>Computer Space bar Mouse Click Drag Sort Count Move Match Colours</p> <p>Positional language; up, down, across, near, behind etc.</p>	<p>Computer</p> <p>Website activities</p> <p>Software, including matching, sorting and sequencing type activities.</p> <p>IWB</p>	     

		<p>encouraged wherever possible.</p> <p>Simple simulations that reflect real life experiences or play activities linked to the theme or topic or role play areas can be used as part of enhanced provision, such as 'Office play' software. </p> <p>Encourage children to talk about their experiences with others and take turns and share resources. They need to be encouraged to work collaboratively and to develop perseverance to complete tasks.</p> <p>Some activities/software may require the children to press specific keys, such as the Space bar on the computer keyboard in response to an instruction. This encourages the children to understand that there are different responses on a computer to parts of the keyboard.</p>			
<p>Can use ICT to sort and sequence objects on screen.</p>		<p>Reinforce concrete activities where children handle, select, sort and sequence objects using criteria such as size, colour, shape, type etc. by activities on the screen and IWB. These can be found on the Internet/CD ROM's or using staff prepared templates/activities.</p> <p>This is a good opportunity to develop appropriate mathematical language and provides opportunities for Welsh language development.</p>	<p>Computer Mouse Click Drag Sort Count Move Match Colours Positional language; up, down, across, near, behind etc.</p>	<p>Computer Website activities</p> <p>Software, including matching, sorting and sequencing type activities.</p> <p>IWB</p>	

					
--	--	--	--	--	---