



Unit: Adventure/Simulation

ICT Year 2

Overview of this Unit: Children can move around an adventure program and make decisions to solve problems. They can work collaboratively to solve problems and talk about their choices and decisions. They can make and test predictions in an adventure program and understand that decisions made will make something happen. The children can use a simulation program to explore and investigate situations and complete a variety of tasks.

Expectations at the end of this unit:

Most pupils will be able to: understand that a computer can represent real or fantasy situations and that these do not replicate the original exactly. They will be able to work collaboratively to complete tasks and talk about decisions made.

Some pupils will only be able to: use software, including a simple adventure game that represents a real or fantasy situation but may need help to navigate through the activities or make decisions in simulations.

Some pupils will also be able to: use a variety of software, including adventure games, to represent real or fantasy situations and identify similarities and differences. They can work collaboratively to solve problems explaining their decisions/choices and can bring their knowledge of things learned and apply them to simulation scenarios on the computer.

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)









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.



Year 2 Find and Analyse Information

Adventure/Simulation

ICT Skills	Areas of Learning	Suggested Activity	Vocabulary	Resources	Skills across the Curriculum
Can move around an adventure program and make decisions to solve problems.	 	Demonstrate the main features of the program and show the class how to navigate around. Working in groups or pairs, allow children to use an adventure program. <i>(These types of activities may be found on CD-ROMs or the Internet.)</i> They provide a good opportunity for collaborative work, problem solving and developing thinking skills. They are often linked to class themes or topics and provide opportunities for literacy and/or numeracy development. Children should be expected to show perseverance to complete tasks.	Adventure Real Imaginary Decision Consequences Tasks Problems	Adventure program Web based program	

ICT Skills	Areas of Learning	Suggested Activity	Vocabulary	Resources	Skills across the Curriculum
<p>Can work collaboratively to solve problems and talk about their decisions.</p>		<p>Ask children to record/ talk about what they have done and what they will do next.</p> <p>Working with a partner, children should be encouraged to solve problems and complete tasks.</p> <p>There may be times when children will be required to record their actions.</p> <p>The subject matter of an adventure program can give rise to opportunities for creative writing, role play and imaginative play.</p> 	<p>Simulation</p> <p>Adventure</p> <p>Real Imaginary</p> <p>Decision</p> <p>Consequences</p>	<p>Adventure simulation software</p> <p>Web based simulations</p>	 
<p>Can make and test predictions in an adventure program and understand that decisions made will make something happen.</p>		<p>Children should understand that making decisions to follow certain actions will have implications and affect the outcome of the task or challenge in the adventure.</p>	<p>Adventure</p> <p>Real Imaginary</p> <p>Decision</p> <p>Consequences</p> <p>Predictions</p> <p>Variables</p>	<p>Adventure simulation software</p> <p>Web based simulations</p>	 
<p>Can use a simulation program to explore and investigate situations and complete a variety of tasks.</p>		<p>Children can complete tasks on the computer that are replications of 'real life' activities, such as science simulations where children can explore, experiment, discuss their findings, change variables and predict results.</p>		<p>BBC science clips http://www.bbc.co.uk/schools/scienceclips/ages/6_7/science_6_7.shtml</p>	