



Modelling & Simulation

Levelled Examples



Context:

The teacher had uploaded photographs children had taken with the digital camera. Working in pairs children opened their photograph in Colour Magic and created a mask.

What the children did:

Children worked in the ICT suite and used a variety of tools in Colour Magic to create their animal mask. They tried not to paint over their eyes so that you could see who they were.



What the children said:

I used the spray can and a paint brush to make my mask....

....but you can't use the fill can.

Pupils should:

- Know how to choose different tools for effect.
- Be able use a variety of tools to create something.
- Know that the computer can be used to make real and fantasy situations.
- Know that 'undo' and 'redo' can be used to experiment with effects.

Next steps:

- Be confident using different tools for a reason.
- Be able to explain their actions.
- Know how to create real and fantasy situations on the screen.
- Know the similarities and differences between real and fantasy situations.

Suggested resources:

- Painting software e.g. 2Paint, 2Paint a Picture, Colour Magic
- Interactive Whiteboards software e.g. Smart Notebook, ActivPrimary (Promethean)
- Modelling software e.g. 2Simple Modelling Toolkit, Simple City, My World
- KS1 friendly websites e.g. BBC Science clips: www.bbc.co.uk/schools/scienceclips, Cbeebies: www.bbc.co.uk/cbeebies, Poisson Rouge: www.poissonrouge.com, Big Day Out: <http://bdo.swgfl.org.uk>
- See www.kented.org.uk/ngfl/subjects/index.htm for useful websites linked to each subject

Example Cross Curricular Activities:

- Use an art package to design a model or plan a setting for a story (DT / Literacy).
- Explore different combinations to make cakes, sandcastles etc. using the Big Day Out (Geography / DT).
- Choose clothes and dress the Teddy for different weather conditions (PSHE / Science / Geography).
- Choose images to create a picture / scene e.g. a nativity scene (Art / RE).

Attainment target for ICT

Early Years Foundation Stage
Pupils show an interest in ICT. They know how to operate simple equipment. They complete a simple program on the computer and/or perform simple functions on ICT equipment. They find out about and identify the uses of everyday technology and use information and communication toys to support their learning.

Level 1
Pupils explore information from various sources, showing they know that information exists in different forms. They use ICT to work with text, images and sound to help them share their ideas. They recognise that many everyday devices respond to signals and instructions. They make choices when using such devices to produce different outcomes. They talk about their use of ICT.

Level 2
Pupils use ICT to organise and classify information and to present their findings. They enter, save and retrieve work. They use ICT to help them generate, amend and record their work and share their ideas in different forms, including text, tables, images and sound. They plan and give instructions to make things happen and describe the effects. They use ICT to explore what happens in real and imaginary situations. They talk about their experiences of ICT both inside and outside school.