

Digital in the Early Years



Leaders of Early Learning

Wellbeing
and
Learning

Achievement
and
Progress

Networked
Learning
Organisation

Connected
Learning

Engagement,
Participation
and Inclusion



Priority

Our priority is to prepare young people to thrive in a digital future. We will share ideas about how digital learning can be woven through Glasgow's Pedagogy, bringing a host of benefits to children, young people, families and practitioners and is based on clear and direct ambitions: to raise attainment among pupils; support equity and inclusion; strengthen future employability prospects; and developing the young workforce.

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Key Documents

Click on the document title to be taken to the document.

[Education Scotland
Features of highly
effective Digital
Learning](#)

[Education Scotland
What Digital
Learning might look
like](#)

[Realising the
Ambition](#)

[Curriculum for
Excellence](#)

[Education Scotland
Benchmarks](#)

[Digital Literacy and
Computing Science
Framework](#)

[A quality improvement
framework for the
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Digital Self-Evaluation

Our staff make highly effective use of technology to support involvement and engagement of children and families.

Children use a wide variety of technology meaningfully to develop and extend their learning.

We make highly effective use of technology to enrich our learning and teaching.

In what ways do spaces and resources allow children to apply skills, including digital skills, in relevant and meaningful ways?

In what ways do staff use technology to support children's thinking and learning?



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iPad audit





OFFICIAL

Name: _____

Date completed: _____

Early Years Digital Audit - iPad



Resource		Are you confident using this app to enhance learning and teaching?		How often do you use this app?			Would you like training on using this app?		
		Yes	No	Weekly	Monthly	Hardly every	Yes	No	Not ATM
	Camera								
	Mark up photos								
	Clock app								
	Princess Fairytale Maker								

Scan the QR to access the iPad audit



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Creating a QR Code

Scan the QR code to watch a video on how to create a QR code. Create QR codes for children to scan around the nursery showcasing online versions of stories/nursery rhymes etc.



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iPad apps

[Princess Fairytale
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Princess Fairytale Maker

Using the Princess Fairytale Maker app to support different curricular areas

Scan me for a video on how to use Princess Fairytale Maker



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Literacy

Create story using characters on Fairytale Maker (can use familiar characters/stories adapted to the newly created story)
Encourage questions using 'think alouds'
Within your story have the characters express their feelings

Explore the different characters available on the app, make any links between the characters available and well known characters

Use sparkle words from your story of the moment and include them in your own story
Use phonological awareness strategies within your story

Look at the background scenes and explore the setting and what events may happen within different scenes of the story, explore the characters and discuss how the characters may act in the different settings

Link the story to a familiar experience the children have had and allow them to share their feelings

Expressive Arts

Present the story to a group

Draw images for the story using an iPad stylus

Use peg people/small world/blocks to act out the story

Create a theme song for your story and include a voice recording of it



HWB

Create imaginative stories together encouraging the group of children to input a part of the story. Praise all inputs.

Create stories together – one sentence story game.

Take turns when sharing the iPad/creating stories.

Technologies

Play and explore with the different features of the app.

Represent story ideas through different characters/settings/plot.

E's & O's

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Literacy

LIT 0-01c

LIT 0-02a

LIT 0-07a

LIT 0-09a

LIT 0-09b

LIT 0-10a

LIT 0-01a / LIT 0-11a

LIT 0-19a

LIT 0-26a

LIT 0-09b / LIT 0-31a

Expressive Arts

EXA 0-01a

EXA 0-02a

EXA 0-14a

EXA 0-16a



HWB

HWB 0-11a

HWB 0-14a

HWB 0-19a

HWB 0-23a

Technologies

TCH 0-05a

TCH 0-11a

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Clock App

Using the Clock app to support
different curricular areas

*Scan me for a video on how
to use the Clock app*



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Numeracy

Time a task/how long something takes

Visual timetable for daily routines

Look at the time around the world – linked to children's interest in different countries e.g. where they are going on holiday/different countries their families live in etc

MNU 0-10a

Social Studies

Tidy up timer

SOC 0-17a



HWB

Time the children doing physical activities e.g. running/cycling a lap

Set timer for tooth brushing

Use timer for baking activity
Turn taking – timer

HWB 0-21a

HWB 0-22a

HWB 0-25a

HWB 0-33a

HWB 0-35a

HWB 0-23a

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Technologies

Play and explore with the different features of the app.

TCH 0-05a

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Mark Up Photos

Using Mark Up within the photos app to support different curricular areas

Scan me for a video on how to use the Mark Up feature in the photo's app



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Numeracy/Social Studies

Shape walk in the environment, take pictures of the shapes; use the Mark up option to draw shapes around the shapes within the picture.

MNU 0-16a

SOC 0-07a

HWB

Take pictures of different emotions – characters in books or children and mark up using emojis that link to the emotion

HWB 0-02a



Expressive Arts

Draw on photos on themselves/characters from books

EXA 0-02a

Technologies

Play and explore with the different features of the app.

TCH 0-05a

Literacy

Draw on a picture to edit it e.g. take a picture of a character in a book and give them a new outfit

LIT 0-21b

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ChatterKid

Using the ChatterKid app to support
different curricular areas

*Scan me for a video on how
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Numeracy

When drawing the mouth on the picture correctly uses some of the language of position e.g. in front, behind, above, below

MNU 0-17a

HWB

Take pictures of different emotions – characters in books or children and add the mouth and record the voice linking to the emotion of the character

HWB 0-02a



Expressive Arts

Add filters/stickers/frames/text to the talking image you have created.

EXA 0-02a

Technologies

Play and explore with the different features of the app.

TCH 0-05a

Literacy

Draw the mouth on any picture taken and record their voice saying what the object would say

LIT 0-21b

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Camera

Using the Camera app to support
different curricular areas

*Scan me for a video on how
to use Camera*



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WE TUCK OUR 'WINGS' IN.

Holding the iPad with 2 hands, we keep our elbows tucked into the sides of our waist.



WE ZOOM WITH OUR FEET...

...not our fingers. Get up nice and close to the subject.



WE PLANT OUR FEET.

Get a nice steady base with both feet on the ground.



PRESS THE BUTTON ONCE.

Tap once only. You can also encourage children to review their photo and delete if it not as desired.



Social Studies

Set the video to time lapse and record a plant overnight

Take pictures of the sky exploring the vastness of it, create images from the clouds

Video in slow motion an object rolling down a slope – discuss what makes it go

SCN 0-01a

SCN 0-03a

SCN 0-04a

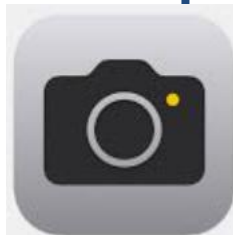
SCN 0-06a

@Rachel_APLS_TeachPlayTeach

Technologies

Play and explore with the different features of the app.

TCH 0-05a



Expressive Arts

Take pictures of objects/images that interest the child

EXA 0-04a

Literacy

Discuss what the child can see in the images they have captured

LIT 0-02a

Numeracy

Take pictures of symmetrical images

Take pictures of various objects/shapes

MTH 0-19a

MTH 0-16a

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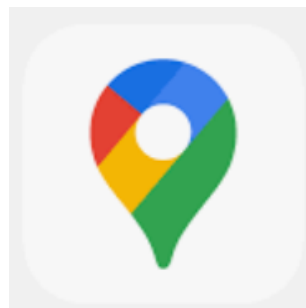
Engagement, Participation and Inclusion



Maps

Using the Maps app to support
different curricular areas

*Scan me for a video on how
to use Maps*



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Numeracy

Use directional and positional language when walking e.g. left/right/forward/behind/in-front/behind

Look for patterns/shapes within your local environment – use maps to direct you

MTH 0-13a

MTH 0-17a

HWB

Look at the map before going out and discuss how to cross the road safely

HWB 0-18a

Social Studies

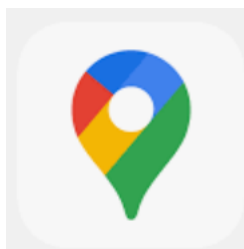
Explore and discover the interesting features of the local environment – plants/trees/buildings etc

Complete a litter pick in the local environment and use maps to locate where there was most rubbish

Explore the wider world on Maps

SOC 0-07a

SOC 0-08a



Technologies

Play and explore with the different features of the app.

TCH 0-05a

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Programmable Devices

Bee Bots



Indi by Sphero



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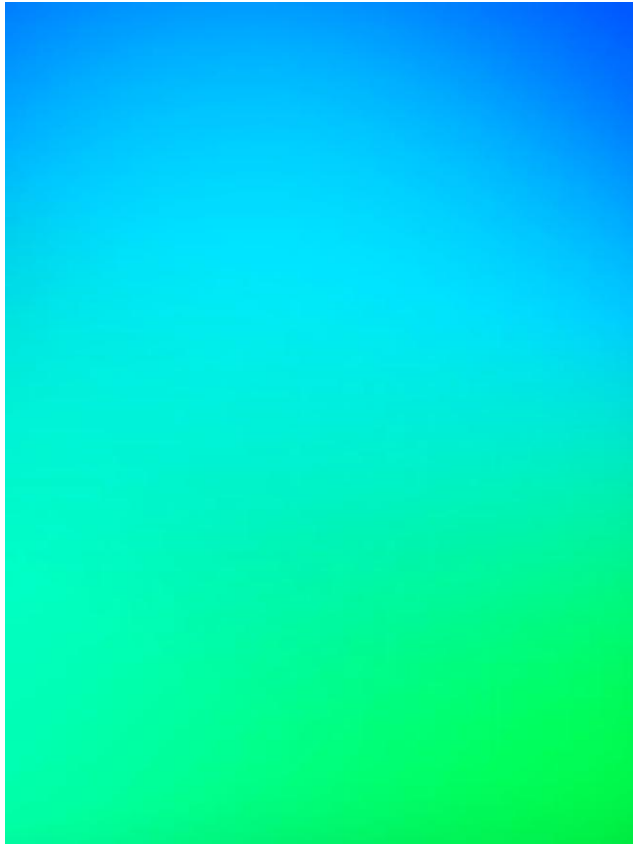
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Bee Bot – story sequencing



Video to watch

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Bee-Bot Learning Opportunity

Story Sequencing

1. Choose a story (story of the moment).
2. Read the story - focussing on key events and the order in which they take place.
3. Share the story sequence cards with the children.
4. Place the story sequence cards on the floor in a random order.
5. Programme the Bee-Bot to travel to each card in the correct order according to the story.
6. Encourage the children to use directional language throughout the activity.



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Literacy

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LIT 0-01b/LIT 0-11b

LIT 0-01c

LIT 0-02a / ENG 0-03a

LIT 0-07a/LIT 0-16a/ENG 0-17a

LIT 0-09b/LIT 0-31a

LIT 0-14a

HWB

HWB 0-19a

HWB 0-23a

Numeracy

MNU 0-10a

MTH 0-17a

Technologies

TCH 0-14a

TCH 0-14b

TCH 0-15a



Expressive Arts

EXA 0-06a

RME

RME 0-02a

Social Studies

SOC 0-17a

Science

SCN 0-04a

SCN 0-07a

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indi

Sphero indi Numeracy Learning Opportunity



Video to watch



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indi Learning Opportunity

1. Roll a dice.
2. Create a sequence with the amount of steps that matches the dice e.g. 4 dots = 4 cards.
3. Place the cards out and put corresponding numeral beside cards to show order.
4. As the indi moves encourage the children to say direction the indi is moving in e.g. “second the indi is moving **right**.”
5. Continue to repeat.



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MNU 0-01a

MNU 0-02a

MTH 0-17a

HWB

HWB 0-19a

HWB 0-23a

Technologies

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TCH 0-15a



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Expressive Arts

EXA 0-06a

Social Studies

SOC 0-18a

RME

RME 0-02a

Science

SCN 0-04a

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Where to find on the LEL blog



lel blog



AI Mode All Videos Images News Short videos Shopping More Tools



Glow Blogs

<https://blogs.glowscotland.org.uk/gccleadersofearlylea...>

Leaders of Early Learning - Glow Blogs - Education Scotland

Leaders of Early Learning Blog. The Leaders of Early Learning (LELs) are a peripatetic team of teachers who support curriculum development and effective ...



REALISING THE AMBITION

LEARNING FOR
SUSTAINABILITY

DIGITAL LITERACY AND
COMPUTING SCIENCE (DLCS)

FAMILIES IN PARTNERSHIP
PROJECT

BLOCK PLAY

AREA AUDITS

FUNDED PROVIDER MEETINGS

CONNECTED UP 2 DIGITAL
CONFERENCE 2025

ALL LEARNERS ALL ACHIEVING:
CONNECTED LEARNING
CONFERENCE SEPTEMBER
2025

WELCOME

Leaders of Early Learning Blog

The Leaders of Early Learning (LELs) are a peripatetic team of teachers who support curriculum development and effective learning and teaching in all early years establishments, including funded partners, within Glasgow City Council

Vision

The pursuit of equity and excellence for Glasgow's young people

Values

- Partnership and Collaboration

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Feedback



Forms



<https://forms.office.com/e/bKfmxsDna4?origin=IprLink>

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