

Digital through Play and Enquiry

Digital Ideas - Exemplified Learning



Numberlines

Number and Number Processes

Add one more and/or takes one away from a group of items on request using a numberline.

MNU 0-03a



Counters

Number and Number Processes

Use counting to accurately identify 'how many?' there are in a small group of items □

MNU 0-03a

Coins Money



Sort some coins from other coins.
Identify some coins.



Match coins or notes that are the same.

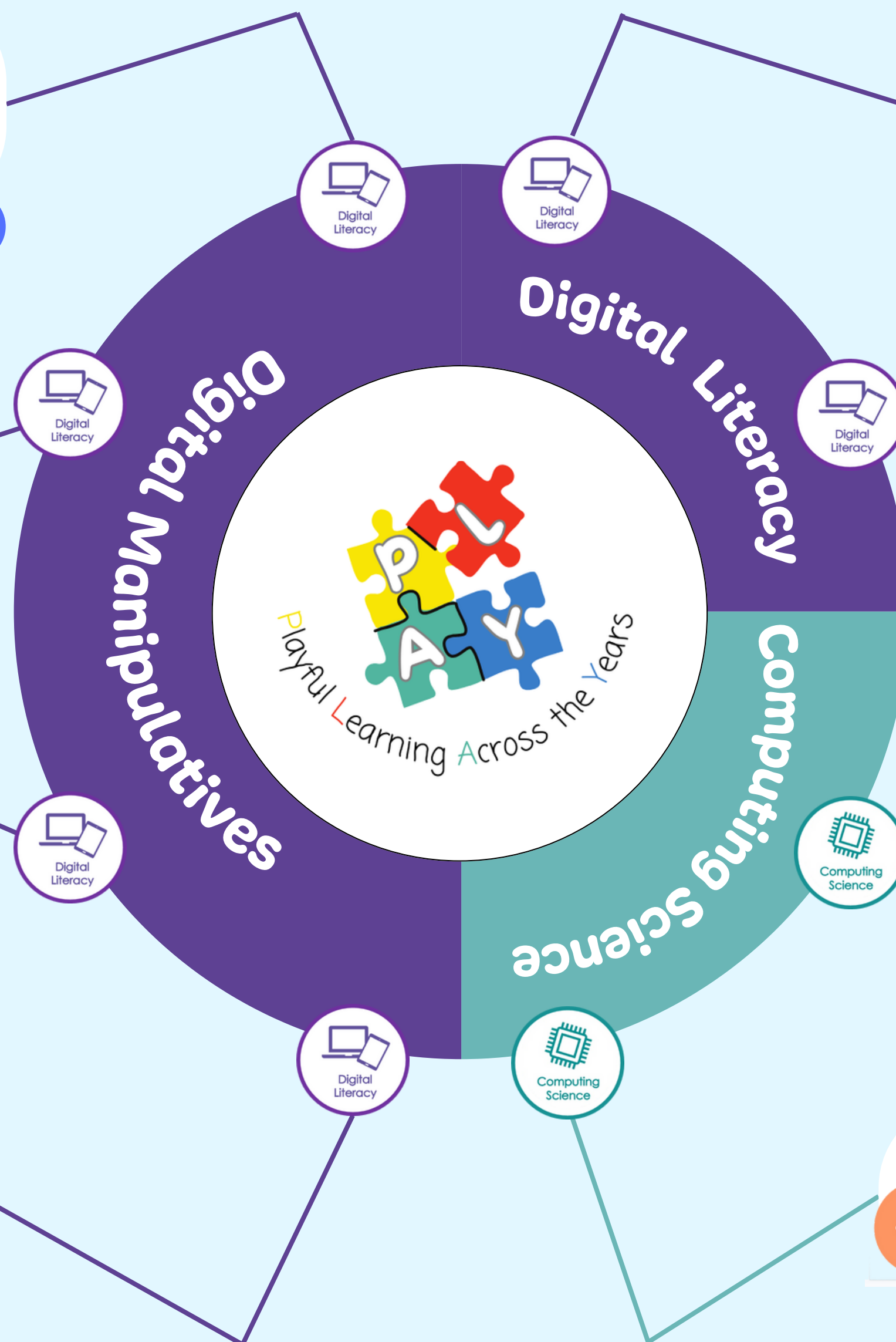
MNU 0-09a

Geoboard

Properties of 2D shapes and 3D objects

Recognise the names of some simple shapes, for example, circle, star, square

MTH 0-16a



Book Creator Time

Identify that there are different activities that happen at different times of the day and different days of the week. □
Show an awareness that there are different days of the week.

MNU 0-10a

Mark up Measurement

Identify items by size and/or amount, for example, big and small, heavy and light, full and empty, from a choice of two. **Circle** using mark up.



MNU 0-11a

Marty V2

Physical Device or Unplugged

Follow some simple directions within familiar movement games and dance, e.g. turn around



MTH 0-17a

Beebot

Physical Device or Online Simulator

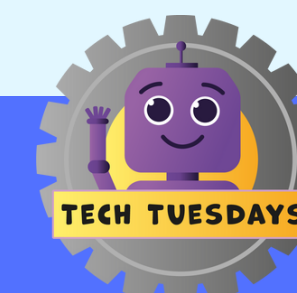
Follow some simple directions within familiar movement games and dance, e.g. turn around



MTH 0-17a

Digital Ideas for Maths and Numeracy

Supporting Play Pedagogy - Click title for hyperlink to Tech Tuesday





Digital through Play and Enquiry

Digital Ideas - Exemplified Learning



Powerpoint



Dictate Function

Use single words, few words together or short phrases to **communicate**.

ENG 0-03a

LIT 0-02a



Chatterpix

Express ideas through different types of play.

Capture drawings or pictures and **record** audio.

LIT 0-09a

Camera

Mark up

Identify named objects, pictures or symbols consistently.

Camera (video)

Express ideas through different types of play.

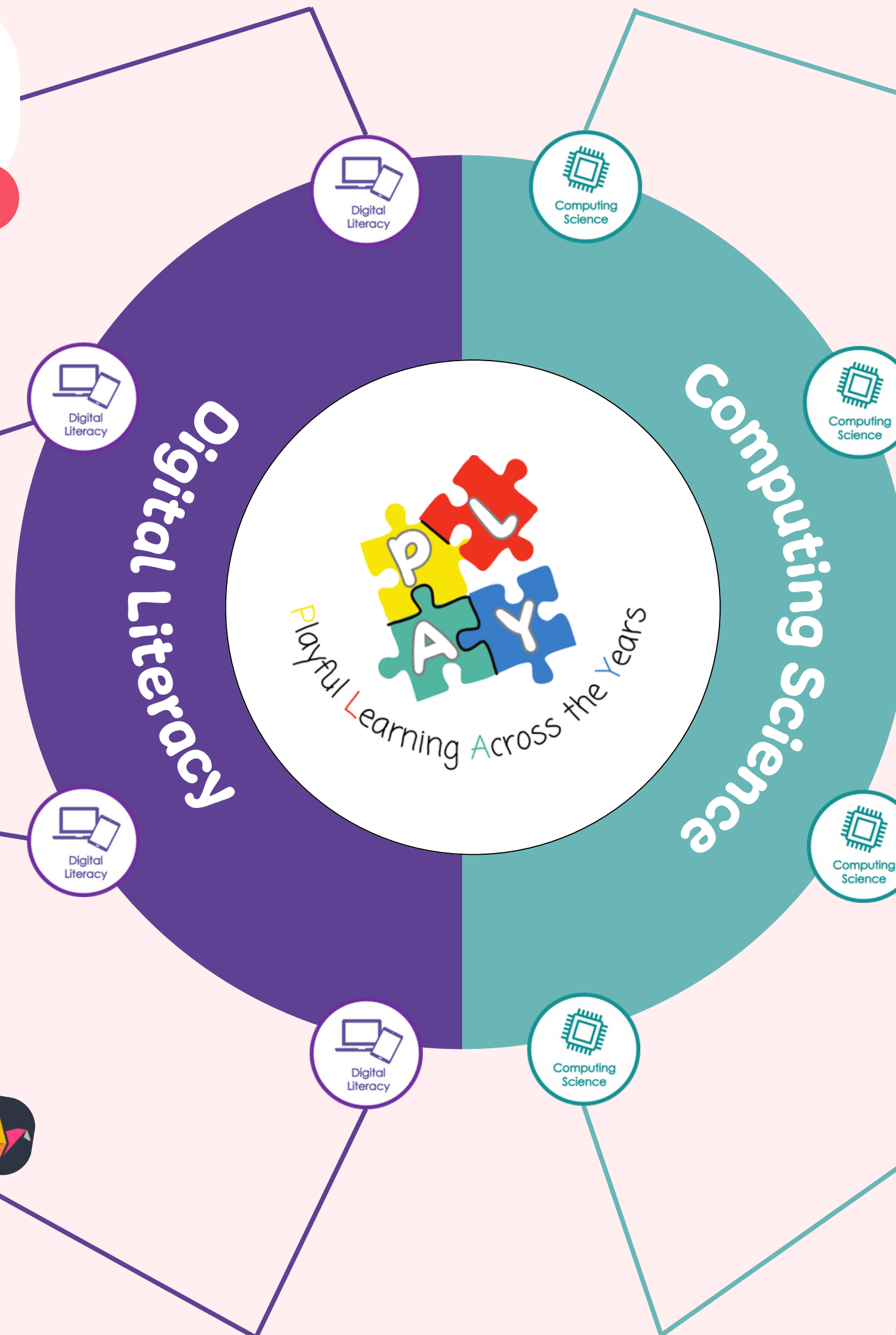
LIT 0-02a

Padlet

Express ideas through different types

Use single words, few words together or short phrases to communicate.

Note - This can be used for evidencing Learning or storing resources for ease of access.



Scratch Jr/ Scratch

Makes a choice between a few objects, characters, songs, rhymes and/or stories based on information **presented** to them.

LIT 0-04a

Octo Studio

Express ideas through different types of play.

Capture pictures and **record** audio using basic lines of code to **recall** aspects of a song, rhyme or story.

LIT 0-14a

Lego Spike

Identify named objects, pictures or symbols consistently.

Listen and **respond** to different words and phrases appropriately.

LIT 0-02a

ENG 0-03a



Beebot

Physical Device or Online Simulator

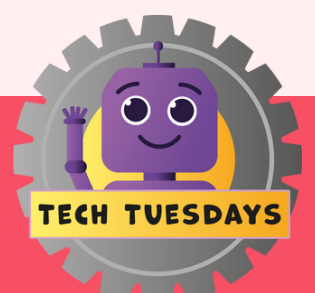
Recall some aspects of a song, rhyme, story and/or text.

Recall initial sound **recognition** using the Beebot mat.

LIT 0-07a

LIT 0-16a

ENG 0-17a



Digital Ideas for Literacy and English

Supporting Play Pedagogy - Click title for hyperlink to Tech Tuesday



Digital through Play and Enquiry

Digital Ideas - Exemplified Learning



Dictate Function



Available on all Office 365 apps

Use single words, few words together or short phrases to **communicate**.

LIT 0-10a



Immersive Reader

Use to retell stories with Boardmaker

Show a response to familiar characters, songs, rhymes and/or stories.

LIT 0-01a



Office Lens

Show a response to familiar characters, songs, rhymes and/or stories.

Office Lens has Immersive Reader built in to the application

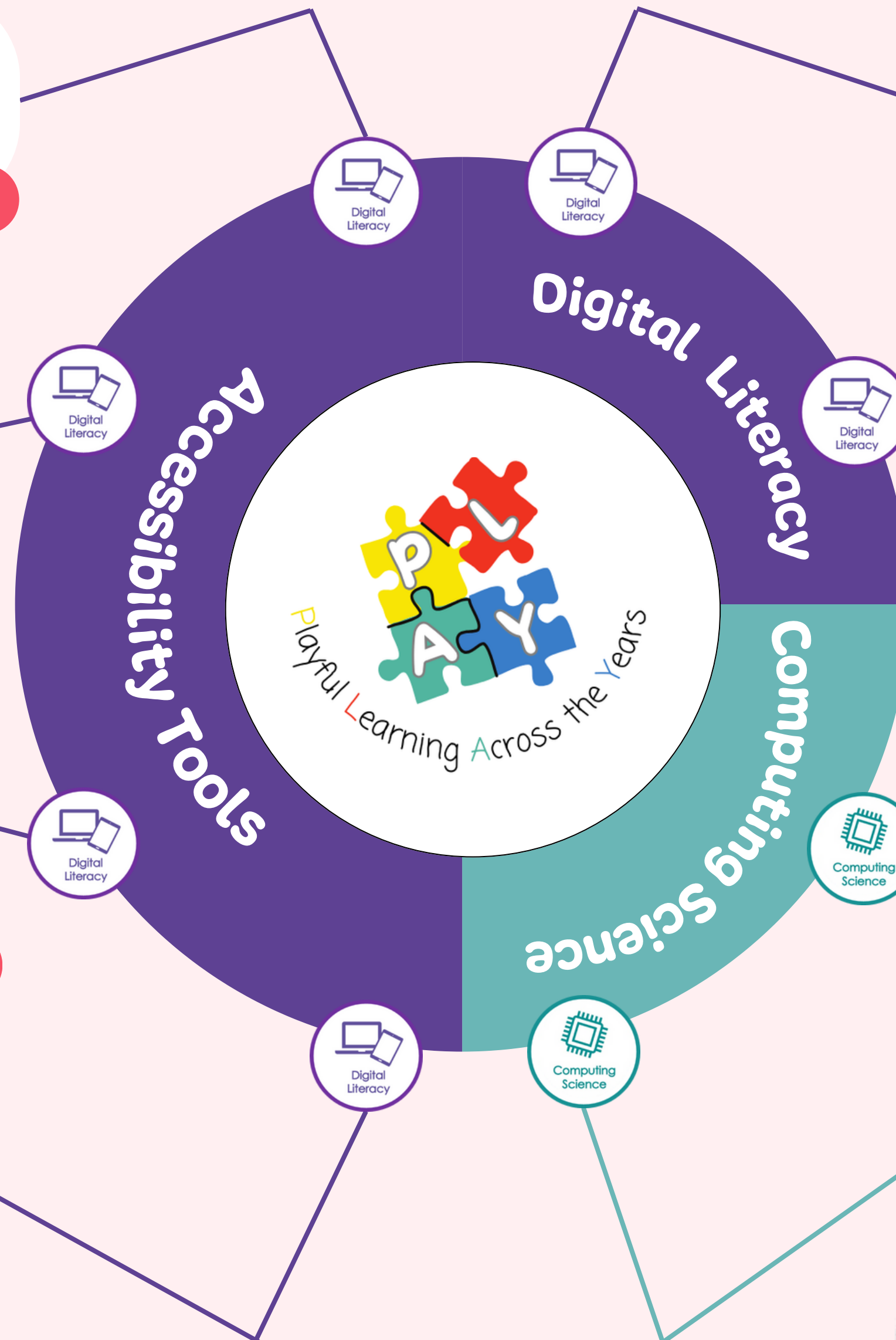
LIT 0-01a



Book Creator

Create a text using an **alternative** method, for example, photographs, symbols, audio etc.

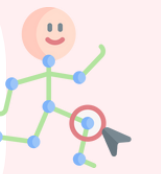
Note - This can be used for evidencing Learning or storing resources for ease of access.



Sketch Metademolab

Express ideas through different types of play.

Capture drawings or pictures and bring to life via animation.



LIT 0-09a

Quiver Vision

Express ideas through different types of play.

Capture drawings or pictures and bring to life via augmented reality.



LIT 0-09a

Music (Unplugged)

Can **join** in with actions, signs and/or movements relating to familiar texts, songs, rhymes and stories.



ENG 0-03a

Marty V2

Physical Device or Unplugged

Create a text using an alternative method, for example, photographs, symbols, etc.



LIT 0-07a

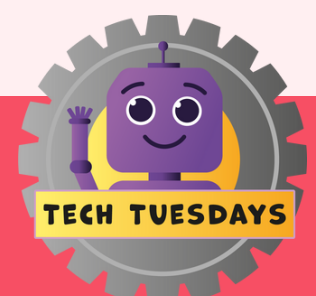
LIT 0-16a

ENG 0-17a



Digital Ideas for Literacy and English

Supporting Play Pedagogy - Click title for hyperlink to Tech Tuesday





Digital through Play and Enquiry

Digital Ideas - Exemplified Learning Foundation Milestones



Mark Up

Communication -Attention Skills

Show a simple reflex response to a range of sensory stimulus.

Communication -Preference & choice

Make a choice using: -Real objects - Photos.
Task - **capture** pictures, use mark up to circle choices or select pictures.

TCH O-01a



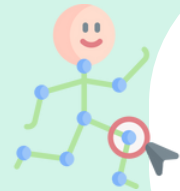
Sketch Metademolab

Making connections (cognitive)

Follow/track a stimulus when it moves.

Task - **Capture** drawings or pictures and bring to life via animation.

TCH O-01a



Immersive Classroom

Making connections (cognitive)

Follow/track a stimulus when it moves.

Demonstrate an interest in environment.

Note - This is not an app but a room which can be booked for a sensory experience

TCH O-01a



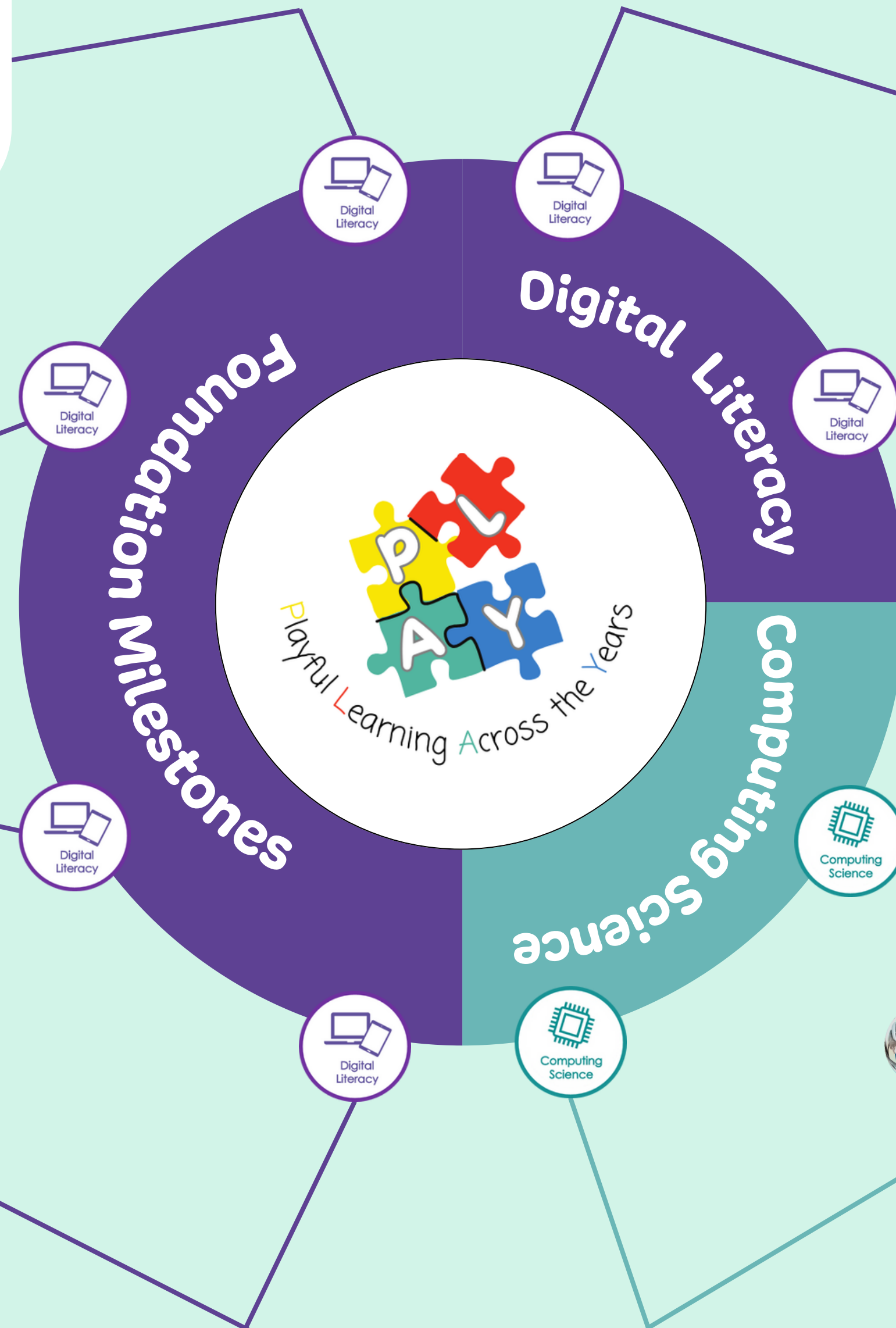
Immersive Classroom

Communication -Attention Skills

Demonstrate extended attention within unfamiliar settings.

Note - This is not an app but a room which can be booked for a sensory experience

TCH O-01a



Quiver Vision

Self and emotions -Awareness

Show basic emotions (happy, sad, angry, scared, surprised and disgust) through behavioural, physical, facial and vocal expression.

Task - **Capture** drawings or pictures and bring to life via augmented reality.

TCH O-01a



Book Creator

Communication -Attention Skills

Show understanding of a sequence of activities within a familiar routine

TCH O-01a



Beebot

Functional movement - Fine Motor skills

Use hands, fingers or feet to explore objects
Holds and stabilises a range of objects

Use hands to manipulate an object for a range of functions (for example, push, pull, open, close)

TCH O-01a



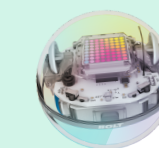
Sphero Bolt or Indi

Functional movement - Co-ordination

Use hands, fingers or feet to explore objects
Holds and stabilises a range of objects

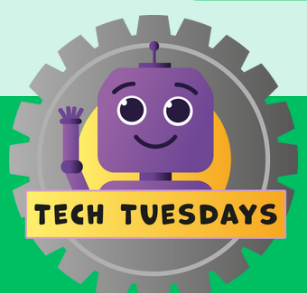
Use hands to manipulate an object for a range of functions (for example, push, pull, open, close)

TCH O-01a



Digital Ideas for Health and Wellbeing

Supporting Play Pedagogy - Click title for hyperlink to Tech Tuesday





Digital through Play and Enquiry

Digital Ideas - Exemplified Learning
Continuum of Engagement - Applies and extends



Padlet

Extends skills

Evidence of the child being more confident in their learning and can **apply** skills in a range of unfamiliar settings.

For Example - Use Padlet to capture evidence and assessment e.g. photo, video, link, audio

TCH 0-01a



Sway

Extends skills

Evidence of the child being more confident in their learning and can **apply** skills in a range of unfamiliar settings.

For Example - Use Sway to capture evidence and assessment

TCH 0-01a



Chatterpix

Demonstrates understanding

Demonstrate their understanding and skills in a specific learning setting.

For Example - Use Chatterpix to show how to play a game or **explain** a situation

TCH 0-01a



Book Creator

Demonstrates understanding

Evidence to demonstrate their understanding and skills in a specific learning setting.

For Example - Use Bookcreator to capture or **explain** a situation

TCH 0-01a



Scratch Jr/ Scratch

Extends skills

Evidence of the child being more confident in their learning and can **apply** skills in a range of unfamiliar settings.

For Example - Use Scratch to capture evidence and assessment e.g. photo, video, link, audio

TCH 0-01a



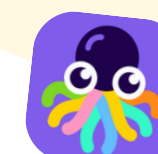
Octo Studio

Demonstrates understanding

Show understanding of a sequence of activities within a familiar routine

For Example - Use Octostudio to show how to play and code a game or explain a situation

TCH 0-01a



Beebot

Extends skills

Use hands, fingers or feet to explore objects
Holds and stabilises a range of objects

Use hands to manipulate an object for a range of functions (for example, push, pull, open, close)

TCH 0-01a



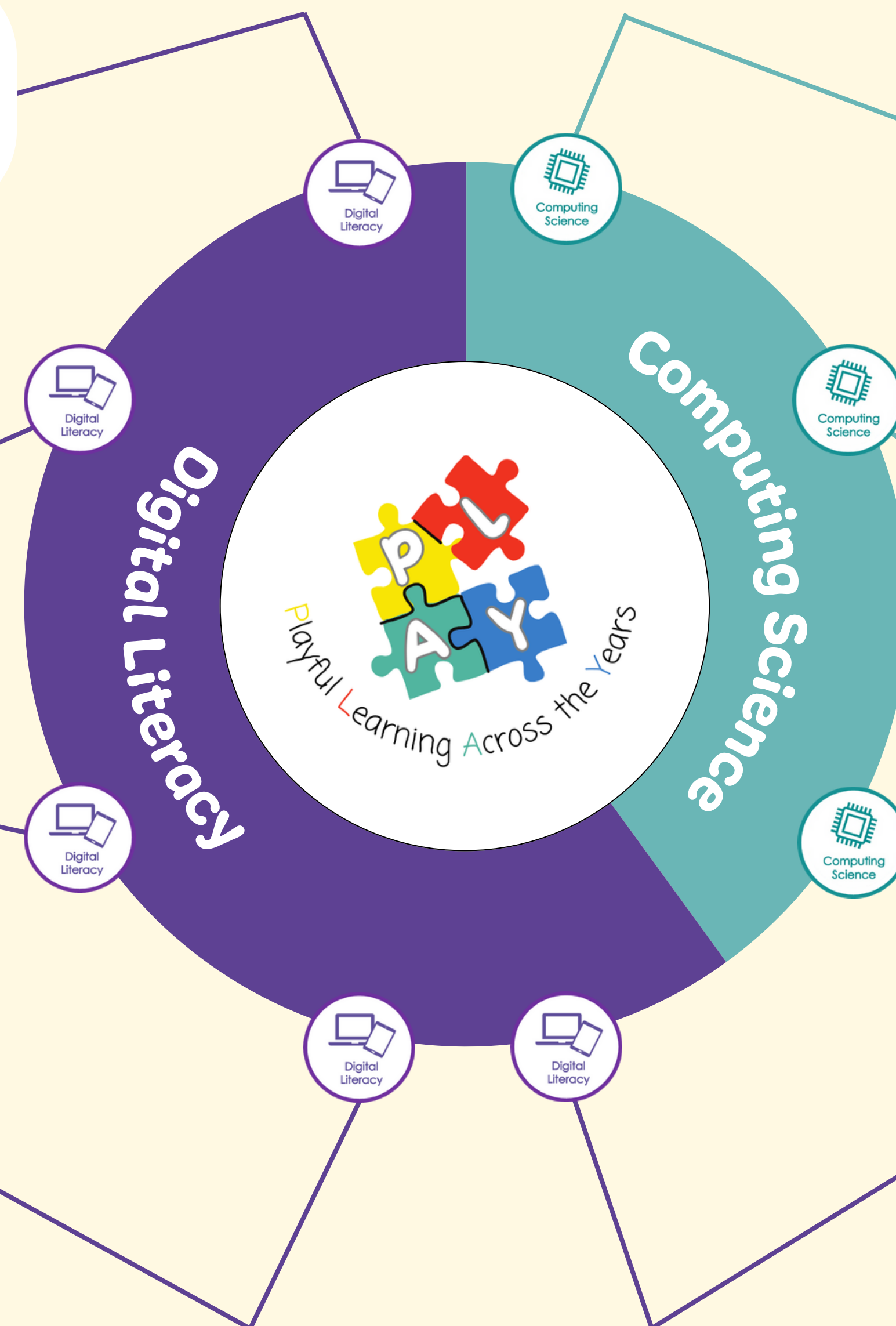
Qwiqr Education

Extends skills

Evidence of the child being more confident in their learning and can **apply** skills in a range of unfamiliar settings.

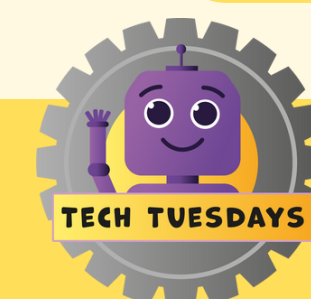
For Example - Use Qwiqr to capture evidence and assessment e.g. photo, video, link, audio

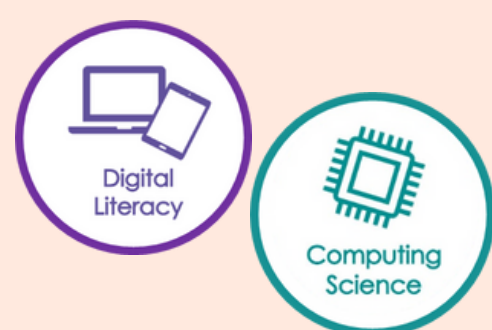
TCH 0-01a



Digital Ideas for Evidence and Assessment

Supporting Play Pedagogy - Click title for hyperlink to Tech Tuesday





Digital through Play and Enquiry

Digital Ideas - Exemplified Learning

The Lego Foundation Skills



Creative Skills

Coming up with ideas, **expressing** them and **transforming** them into reality by **creating** associations, symbolising and representing ideas and providing meaningful experiences for others.

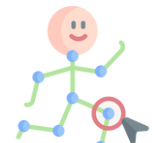
Apps & Websites to support this



iMovie
Create a Green Screen roleplay movie using the dress up area. e.g. Superhero scene.



Sketches school
Create a drawing or mark making using the Sketches app.



Sketchmetademolab
Draw a picture then upload it to the site to bring it to life.

Click the app/website picture to access video support

Cognitive Skills

Concentration, problem solving and flexible thinking by learning to **tackle** complex tasks and building effective strategies to **identify** solutions.

Apps & Websites to support this



Marty V2



Sphero Bolt



Dash



Beebot



Sphero Indi

Create simple programmes while you are introduced to codable robots.

Click the app/website picture to access video support

Social Skills

Collaborate, communicate and **understand** other people's perspectives through sharing ideas, negotiating rules and building empathy.

Apps & Websites to support this



Chatterpix

Summarise a point of view or a part of the story.



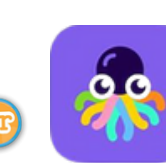
Beebot

Practise number or shape recognition with the mats suggested in Teacher PDF



Scratch JR

Summarise a point of view or a part of the story.



Octo Studio

Click the app/website picture to access video support

Physical Skills

Being physically active, **understanding** movement and space through **practising** sensory-motor skills, developing spatial **understanding** and nurturing an active and healthy body.

Apps & Websites to support this



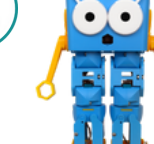
Mark - up

Practise fine motor skills using the Markup tool on an iPad.



Garageband

Learn to create a song on the piano using smart music.



Marty V2

Create simple programmes while you are introduced to codable robots.



Sphero Bolt and Dash

Click the app/website picture to access video support

Emotional Skills

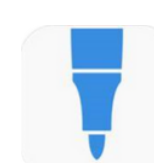
Understand, manage and **express** emotions by building self-awareness and handling impulses, as well as staying motivated and confident in the face of difficulties.

Apps & Websites to support this



Chatterpix

Summarise a point of view or a part of the story.



Sketches school

Create a drawing or mark making using the Sketches app around emotions.



Recordable buttons & mic apps/websites

Record instructions or children can record their learning, pupil voice.

Click the app/website picture to access video support



Marty V2



Sphero Bolt



Dash



Beebot



Sphero Indi

Create simple programmes while you are introduced to codable robots.
In terms of staying motivated and confident in the face of difficulties through resilience and problem solving skills



The LEGO Foundation



Digital Ideas for Holistic Development

The Lego Foundation - Click app icon for hyperlink to Tech Tuesday

