

ICT POLICY

Leadership and Vision

This policy was produced as part of the school plan for Information Technology.

Rationale for ICT Usage

a) Aims

- To ensure that access to the computers are available in all areas of the curriculum in such a way as to enhance and assist the learning experience.
- To prepare pupils to take their place in a rapidly changing technological society.
- To give children the knowledge and experience necessary to allow them to use the equipment fully and confidently.
- To enable the teaching staff to use their knowledge of computers to assist the children in efficiently acquiring computer skills.
- To help children with learning difficulties gain the confidence to successfully utilise ICT in their daily learning.
- To give the children simple and efficient access through the Internet to information that would otherwise be inaccessible to them.
- To give the children opportunities to use e-mail facilities under a controlled environment.
- To give children experience of appropriate new technology.
- To ensure that pupils with no ICT experience or access to computers in their homes are given the opportunity to become proficient in computer skills.

b) Objectives

- To introduce the children to computer hardware.
- To give the children basic computer operating skills.

- To build up glossary of computer terminology.
- To give the children structured hands-on experience using suitable software.
- To show the children how to save, retrieve and print their own work.
- To teach children to follow the ‘Rules of the Computer Room’ and to respect the pupils who will use the room throughout the day.
- To encourage and teach children how to effectively use and safely work with the Internet.

Rostering and Time Allocation

- A timetable is drawn up each school year for all classes for computer room use.
- Each computer is numbered and assigned to individual pupils in each class.

Internet Access/Acceptable Use Policy

The school’s Acceptable Use Policy provides strict guidelines for Internet use.

- All pupils must have a permission form signed by a parent or guardian before they are permitted to use the Internet. (See separate form).
- Pupils may only access the Internet under the teacher’s supervision.

Health & Safety

At all times computer use is supervised:

- Classes are rostered an appropriate length of time in the Computer Room.
- Volume levels are set within safety limits.
- Pupils do not tamper with the computers or ancillary equipment.

ICT in the Curriculum

Expected skill and learning outcomes for ICT at each class level:

Junior Infants

- Junior Infants are rostered for a half an hour a week.
- The Junior Infant year is spent mastering mouse skills and building up the confidence to use the computers. Software used would be age appropriate and would enhance the junior curriculum.
- Students become familiar with vocabulary related to ICT: mouse, screen, monitor, keyboard, digital camera, laptop and printer.

Software available for use: Millie's Maths House, Jumpstart Kindergarden, Bailey's Bookhouse, Letters, Numbers, Colours & Shapes, Computer Classroom Early Learning

From this point onwards classes are rostered for an hour a week.

Senior Infants

- Senior Infants continue to master mouse skills and are taught to work with appropriate educational software.
- They have many opportunities to engage with the interactive whiteboard.

First Class

- They are introduced to Microsoft Word from the end of the first term onwards and are taught the necessary skills to type a document. Independent printing is not encouraged at this point.
- They become familiar with basic function keys – spacebar, delete, enter
- Learn to format text e.g. change font size, font type, alignment, bold etc.
- Use Literacy and Numeracy software to aid the middle curriculum.
- Introduction to the Internet – using online facilities to teach typing skills.
- Continue to utilise the Interactive Whiteboard

- Scratch and programming

Second Class

- Continue to engage and develop their computer skills through Microsoft Word as previously developed in First Class.
- Software is level appropriate.
- Basic search skills are learnt when using the Internet.
- Scratch and programming
- Introduction to Powerpoint and correct usage of this software to create visually acceptable presentations

Third and Fourth Class

- Develop further use of Microsoft Word tools such as Wordart, copy and paste and spell check.
- Develop further use of Microsoft Powerpoint using images and information sourced from the Internet.
- Learn to save documents to the server and to retrieve them where necessary.
- Learn to use the Internet Browser to search for information.
- Use interactive learning sites on the Internet to deepen and enhance learning across the curriculum. A list of sites will be published in Aladdin.
- Introduction to blogging on the school website.
- Learn to use the camera and to download pictures from it onto a computer.
- Contribute to the school website

Fifth and Sixth Class

- Learn to use different features of Microsoft Word such as changing colour of text, inserting pictures and clipart, creating columns and simple tables.
- Continue to develop Microsoft Powerpoint for use on projects within the curriculum>
- Learn to use the school camera and to download pictures from it onto a computer.
- Contribute to the school website.
- Learn to email (this will be strictly supervised at all times).
- Learn about safety on the Internet, especially with regards to social networking sites and the possibility of cyber bullying (this is done in conjunction with SPHE).

School ICT Culture

- We have published a school website that is updated regularly and features pupils' work.
- We recognise the potential of using ICT as a means of communication for both staff and parents and day to day administration e.g. Aladdin
- Teachers use ICT in their own classroom for planning and administration.
- E-Pal projects will be setup with other schools both locally and internationally.

Professional Development

- In relation to professional development, there is a mechanism in place where teachers are fully informed and encouraged to undertake courses in ICT. For the teachers wishing to avail of them, courses are available at the Navan Education Centre each term and a list of these courses can be found on the computer notice board in the staff room. Where needed courses are organised and run within the school.
- Having completed a course in ICT a teacher will share their knowledge and pool resources with other members of staff.
- The majority of teachers are confident in the integration of ICT in their daily teaching.

Resources and Infrastructure

- Aladdin affords staff the opportunity to share 'Useful Websites' for educational purposes.
- Fault reporting for equipment within in the classroom must be done through Aladdin.
- There is Internet (both wired and wireless) available throughout the school through the school broadband.
- Cloud computing software is available for use within the classrooms e.g. Scoilnet, Folens, etc.
- A server has been put in place with a storage facility where staff can save and share files for the Interactive Whiteboard.
- Teachers are required to backup their computer regularly.
- In the event of repairs be prepared to lose all data that has not been backed up.

Scratch

We are continuing to design lesson plans for students in order to encourage them to become independent workers within the computer room. These are being devised as a colour coded set of worksheets that can be taken and used when a student has completed the lessons prepared by the teacher. Investigation is being done into a Junior Scratch program in order to facilitate the teaching of Scratch to the Senior Infant Classes.

Compiled by: Ms Debby Walsh

November 22nd 2012

Amended by: Digital Schools of Distinction

April 23rd 2013

Approved by: Staff

January 16th 2016

Appendix

Software List - Synopsis

Junior Infants

Millies Maths House	This software is a good starting point for learning mouse skills, sorting and counting.
Bailey's Bookhouse	Learning about letters and words – rhyming etc. <i>Literacy</i>
Numbers	Learning numbers from 1 – 10 <i>Numeracy</i>
Counting	Counting from 1 – 10 <i>Numeracy</i>
Jumpstart Kindergarden	Creating puzzles by identifying colours, shapes, sizes, rhyming words etc. Learning 'big to small', singing songs, painting pictures, numbers and learning the alphabet. <i>Numeracy and Literacy</i>
Letters	Learning about Letters <i>Literacy</i>
Colours & Shapes	Identifying colours and shapes
Computer Classroom Early Learning	See Screen below <i>Literacy and Numeracy</i>



Senior Infants

Sammy Science House	Learning about Science – making structures, weather, difference between different objects: tin, paper etc.
Trudy’s Time and Place	Learning about directions, seasons and time.
Jump Ahead Starting Reading	<i>Literacy</i>
Counting	Cross over from Junior Infants – recapping on counting from 1 – 10
Computer Classroom Pre-School	Numbers 1 to 10 Temperature Time 2D shapes Length Position Symmetry 3D objects Mass Numeration Knowing your alphabet Early reading Simple sentences and sequencing



The Computer Classroom Preschool



Senior Infants

HELP

RESUME

[Click Here For Certificate](#)

1 Sizing

2 One that is different

3 Using The Mouse

4 Colours

5 Direction and Position

6 Matching Shapes

7 Awareness and Logic

8 Shapes

9 Matching

10 Position

11 Classifying

12 Length

13 Measurement

14 Positioning

15 Numbers 1-5

16 Fun with Capacity

17 Hot and Cold

18 Reading

19 Daytime, Night time

20 Alphabet Sounds

21 Activity Unit

22 Numbers 6-10

23 Alphabet Basketball

24 Jigsaws

Message to Parents

1st Class

Jump Ahead Reading Year 1	7 skill building activities 6 phonics practice activities Over 1,500 vocabulary words Multiple difficulty levels Tutor Technology Progress Report Printable Workbook <i>Literacy</i>
Sammy Science House	Learning about Science – making structures, weather, difference between different objects: tin, paper etc.
Leap into Language - A Whale of a Tale 1,2 & 3	This early learning software offers comprehensive language arts training in a simple, straightforward format. Amiable cartoon characters introduce kids to reading via twelve interactive language activities that present and drill skills ranging from letter sounds to word completion to beginning reading. Interesting bits of trivia are offered as bonus incentives for successfully completed lessons. <i>Leap into Language 1</i> covers the following topics: letter sounds, letter formation, alpha ordering, word formation (making new words by changing a letter in a pre-existing word), sequencing, spacing, rhyming, plurals, suffixes, memorization, critical thinking, reading and reading comprehension.

<p>Jump Ahead Year 1</p>	<p>MATHS Addition and subtraction. Simple fractions. Telling the time. Money value. Quantities.</p> <p>READING Stories and poems. Reading comprehension. Language skills. Visual discrimination.</p> <p>ART Art and creativity. Memory.</p> <p><i>Literacy and Numeracy</i></p>
<p>Trudy's Time and Place</p>	<p>Learning about directions, seasons and time.</p>
<p>Mighty Maths Carnival</p>	<p>Mighty Math Carnival Countdown invites young students to explore and grasp basic math concepts and problem-solving skills.</p> <p><i>Numeracy</i></p>
<p>Ultimate Maths Challenge</p>	<p>A shooting game with levels starting in First Class – these challenges go up to adult age so can be changed to suit the level of the child</p>
<p>Computer Classroom 1</p>	<p>Knowing your numbers Days of the week Numbers 1 to 10 Adding to 10 Subtracting from 10 Hot/cold Day/night 2D shapes Length Position Symmetry 3D objects Reading Comprehension Writing and spelling</p> <p><i>Literacy and Numeracy</i></p>

Maths Made Easy 1

Measurement
hot/cold; day/night
Days of the week
Time
Length
Direction
Position
2D shapes
Awareness & logic
Matching & compiling
Symmetry
3D objects
Mass
Knowing your numbers
Numbers 1 to 10
Adding to 10
Subtracting from 10
Operations & problems
Money
All about zero
Problem solving
Chance & data
And patterns

Reading for Literacy 3

See Screen Below

STOP GO **The Computer Classroom 1** 

Help **Room 9** **Resume**

1 Spelling & Reading	9 Symmetry	17 3D Shapes/Objects
2 Positioning	10 Numbers 6 to 10	18 Adding to 10
3 Numbers 1 to 5	11 Know your Numbers	19 2D Shapes
4 Knowing your Numbers	12 More about Colours	20 Spelling-Drill
5 Spelling & Reading	13 Hot/Cold-Day/Night	21 Days of the Week
6 Spelling - Drill	14 Spelling & Reading	22 Story Paths-Writing
7 Reading	15 Numbers 1 to 10	23 Subtracting from 10
8 Story Paths-Writing	16 Story Paths-Writing	24 Reading for Understanding

Revision **Spelling Board Game** **Look, Cover, Type, Check** **Racing Addition**



Maths Made Easy I



Room 10

HELP

RESUME

- | | | |
|--------------------------|--------------------------|---------------------------|
| 1 Shapes and Position | 11 Knowing your Numbers | 21 Subtracting from 10 |
| 2 Awareness and Logic | 12 Mass | 22 Problem Solving |
| 3 Matching and Compiling | 13 Hot/Cold | 23 Chance and Data |
| 4 Position | 14 Numbers 1 to 10 | 24 Symmetry |
| 5 Numbers 1 to 5 | 15 Adding to 10 | 25 All about Time |
| 6 Knowing your Numbers | 16 3D Shapes and Objects | 26 Length |
| 7 Length | 17 2D Shapes | 27 Direction and Position |
| 8 Measurement | 18 Day and Night | 28 Patterns |
| 9 Position | 19 All about Zero | 29 Money |
| 10 Numbers 6 to 10 | 20 Days of the week | 30 More Problem Solving |

stop go bookmark picture menu lesson activities help demo puzzle

Room 10

Reading for Literacy 1

1 The Holidays Narrative	10 The Beach Poem	19 Ants Report
2 At The Farm Recount	11 Banana Smoothie Procedure	20 Aunt Meg's House Recount
3 Making A Sundae Procedure	12 Our Garden Report	21 Aunt Meg's Garden Recount
4 Two Poem	13 Moving House Recount	22 Paper Plate Puppets Procedure
5 At The Snow Recount	14 Fishing Recount	23 Teegan's Poor Foot Recount
6 Possums Report	15 Grow A Garden Procedure	24 The Little Door Narrative
7 Lara's Party Invitation	16 When I Grow Up Poem	25 Fun Day Advertisement
8 Learning To Swim Recount	17 Hal Hal Jokes	26 How A Plant Grows Explanation
9 Joeys Recount	18 What's Happening Calendar	27 My Little Cat Poem

2nd Class

Computer Classroom 2	Time Months of the year Temperature 2D shapes 3D objects Addition Subtracting from 20 Multiplication Money Understanding reading Comprehension Research Word building Spelling and punctuation <i>Literacy and Numeracy</i>
Reading for Literacy 3	<i>See Screen Below</i>
Jump Ahead Maths Year 2	<i>Numeracy</i>
Ultimate Maths Challenge	A shooting game with levels starting in First Class – these challenges go up to adult age so can be changed to suit the level of the child
Maths Made Easy 2	Months of the year Clock face & time Days & dates Temperature Length 2D shapes Patterns 3D objects Mass Volume Numbers 1 to 20 Ordinal numbers Addition Subtraction Multiplication Division Fractions Money Chance & data Problem solving
Jump Ahead Year 2	<i>Numeracy and Literacy</i>

Braintastic	Literacy version of Ultimate Maths Challenge
Storybook Weaver	Creating stories – includes backgrounds, characters and a option to hear the story read back to you.

STOP GO **The Computer Classroom 2** **Help**

Room 14

1 Understanding Reading

2 Research

3 Ordinal Numbers

4 Spelling

5 Addition

6 Reading and Spelling

7 Subtracting from 20

8 Story Paths/ Word Building

9 Months of the Year

10 Punctuation

11 Money

12 Reading and Spelling

13 Time

14 Understanding Reading

15 Temperature

16 Reading

17 2D Shapes

18 Reading and Spelling

19 Multiplication

20 Story Paths/ Reading

21 3D Objects

22 Reading and Spelling

23 More about 2D Shapes

24 Reading for Understanding

Resume

Picture Menu

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Message to Parents

Maths Made Easy 2



HELP

Room 14

RESUME

- | | | |
|------------------------------|---------------------------------|----------------------------------|
| 1 Numbers 1 to 20 | 11 Multiplication | 21 Multiplication |
| 2 Simple Addition | 12 3D Objects | 22 More About Time |
| 3 Simple Subtraction | 13 Mass | 23 Chance and Data |
| 4 Fractions | 14 Volume | 24 Money |
| 5 Months of the Year | 15 Temperature | 25 Length |
| 6 Clock Face and Time | 16 Ordinal Numbers | 26 Division |
| 7 Money | 17 Addition | 27 Fractions |
| 8 Patterns | 18 More About 2D Shapes | 28 More About Addition |
| 9 Days and Dates | 19 More About 3D Objects | 29 More About Subtraction |
| 10 2D Shapes | 20 Subtraction | 30 Problem Solving |

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lesson activities

help

demo

Room 14

Reading for Literacy 2



- | | | |
|---|--|--|
| 1 Shell Beach
Recount | 10 Mark's Party
Recount | 19 Dinosaur Dig
Report |
| 2 A Day Out
Recount | 11 Camp
Timetable | 20 The Moon
Report |
| 3 Smiley Face Cookies
Procedure | 12 Cyclone Tracy
Report | 21 Heads Down
Explanation |
| 4 Buzz
Poem | 13 Wild West Night
Advertisement | 22 William's Diary
Recount |
| 5 The Thirsty Frog
Narrative | 14 Make A Mobile
Procedure | 23 The Strange Box
Narrative |
| 6 What Is Wind?
Explanation | 15 At The Zoo
Poem | 24 Inside The Box
Narrative |
| 7 Mark's Invitation
Invitation | 16 The Sleepover
Recount | 25 Broken Bones
Explanation |
| 8 Letter To Gran
Recount | 17 Helping The Earth
Exposition/Argument | 26 The Fight
Poem |
| 9 Get Up!
Poem | 18 How Do Snails Walk?
Explanation | 27 On The Reef
Recount |

3rd Class

Computer Classroom 3	Time Temperature 2D shapes Length 3D objects Mass Volume Addition Subtraction Multiplication Division Fractions Money Data and graphs Reading Comprehension Vocabulary Punctuation and grammar <i>Literacy and Numeracy</i>
Reading for Literacy 3	<i>See Screen Below</i>
Cluefinders Mystery Mansion	Mystery game including 'traps' that teach mouse and keyboard skills
Ultimate Maths Challenge	A shooting game with levels starting in First Class – these challenges go up to adult age so can be changed to suit the level of the child
Maths Made Easy 3	Temperature Time 2D shapes Angles Length Area 3D objects Volume Mass Numeration Addition Subtraction Multiplication Division Fractions Money Data & graphs Using calculators

	Working mathematically Problem solving
Cluefinders 3 & 4	Solve a mystery but completing different task involving numeracy and literacy.
Braintastic	Literacy version of Ultimate Maths Challenge
Storybook Weaver	Creating stories – includes backgrounds, characters and a option to hear the story read back to you.

STOP GO
Help

The Computer Classroom 3

Room 18

1 Reading for Understanding

2 3D Objects

3 Reading

4 Story Paths/ Punctuation

5 Reading / Crossword

6 Temperature

7 Reading

8 Subtraction

9 Reading

10 Story Paths/ Punctuation

11 Multiplication

12 Reading

13 Time

14 Story Paths

15 Division / Fractions

16 Length

17 Reading

18 Money

19 Addition

20 Volume and Mass

21 Reading/ Comprehension

22 2D Shapes

23 Reading and Grammar

24 Data and Graphs

25 Reading and Grammar

26 Fractions

27 Reading / Vocabulary

Resume

Picture Menu

Addition Trading

Subtraction Trading

Certificate

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Maths Made Easy 3



HELP

Room 18

RESUME

- | | | |
|--------------------|---------------------------|-------------------------|
| 1 Volume | 9 Numeration | 17 Fractions |
| 2 Mass | 10 Addition | 18 More About 2D Shapes |
| 3 2D Shapes | 11 Working Mathematically | 19 Length |
| 4 Data & Graphs | 12 Temperature | 20 Money |
| 5 Fractions | 13 Subtraction | 21 Area |
| 6 3D Objects | 14 Multiplication | 22 Volume |
| 7 All About Angles | 15 Time | 23 Mass |
| 8 Calculator | 16 Division | 24 Problem Solving |

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Room 16

Reading for Literacy 3



1 A New Start Narrative	10 A Letter To Kate Recount	19 Earthquake Recount
2 Making Hot Dogs Procedure	11 Ben's Problem Play	20 The Time Machine Chart
3 Poor Me! Recount	12 Why Does It Rain? Explanation	21 The Cross Country Narrative
4 Yum! Poem	13 Why Play Sport? Argument/Exposition	22 Making A Clay Pot Procedure
5 Zan From Zyxo Narrative	14 Introducing Snowy Report	23 The Dance Festival Recount
6 How Do You Breathe? Explanation	15 The Sleepover Recount	24 Andrew's Surprise Narrative
7 The Rainforest Description	16 Pat The Pirate Poem	25 Gymnastics Report
8 Jack's Dragon Narrative	17 In Hospital Explanation	26 A Carrot Milkshake Recount
9 Egbert Procedure	18 Fast Food Discussion	27 Tara's Surprise Recount

4th Class

Computer Classroom 4	Time Temperature 2D shapes Length Area 3D objects Mass Volume Numeration Addition Subtraction Multiplication Division Fractions Money Reading Comprehension Research Vocabulary Writing and grammar <i>Literacy and Numeracy</i>
Reading for Literacy 4	<i>See Screen Below</i>
Storybook Weaver	Creating stories – includes backgrounds, characters and a option to hear the story read back to you.
Know your Ireland	Learn about Ireland
Maths Made Easy 4	Temperature Time 2D shapes & angles Position Length Area 3D objects Volume Mass Numeration Addition Subtraction Multiplication Division Fractions Data & graphs Working Mathematically Problem Solving

Cluefinders 3 & 4	Solve a mystery but completing different task involving numeracy and literacy.
Know your Europe	Learn about Europe
Braintastic	Literacy version of Ultimate Maths Challenge
Ultimate Maths Challenge	A shooting game with levels starting in First Class – these challenges go up to adult age so can be changed to suit the level of the child

The Computer Classroom 4

Room 17

STOP GO Help

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Addition Trading

1 Reading for Understanding	10 Reading	19 Reading / Writing
2 3D Objects	11 Subtraction	20 Division / Fractions
3 Research	12 Reading	21 Length
4 Reading	13 Reading / Writing	22 Reading / Comprehension

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Shenice

Reading for Literacy 4

1 The Creek I Narrative	10 Twenty Questions Explanation	19 Rice Report
2 Let's Cook Dampier Procedure	11 Our Excursion Recount	20 Adventure Camp Timetable
3 A Country Holiday Recount	12 My Mess Poem	21 Is The World Flat? Narrative
4 The Super Sandwich Poem	13 Whose Mess? Argument/Exposition	22 Christmas Ornaments Procedure
5 The Creek II Narrative	14 How Batik Is Made Explanation	23 Dear Diary Recount
6 Mushrooms Explanation	15 Tosca Narrative	24 Rocket Ship To Zampo Play
7 Bats Report	16 Flight Departures Timetable	25 Bed Time Poem
8 Our Holiday Resort Map	17 Safety In A Storm Explanation	26 The Incas Report
9 Master Frog Narrative	18 Games Discussion	27 Pirate Treasure Map

5th Class

Computer Classroom 5	Time 2D shapes Length Perimeter 3D objects Mass Volume Addition Subtraction Multiplication Division Times tables Fractions Decimals Money Graphs & data Reading Comprehension Spelling and proof-reading <i>Literacy and Numeracy</i>
Reading for Literacy 5	<i>See Screen Below</i>
Who Stole Mona	Learn about the European Union
Maths Made Easy 5	Temperature Time Length Area Position 2D shapes & angles 3D objects Volume Mass Numeration Addition Subtraction Multiplication Division Fractions Money Data & graphs Working mathematically Problem solving
Who Took the Book	Software to teach children about the counties in Ireland

Storybook Weaver	Creating stories – includes backgrounds, characters and a option to hear the story read back to you.
Braintastic	Literacy version of Ultimate Maths Challenge
Ultimate Maths Challenge	A shooting game with levels starting in First Class – these challenges go up to adult age so can be changed to suit the level of the child

STOP GO

The Computer Classroom 5

Room 33

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Trading

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- 1 English
- 2 3D Objects
- 3 Research Human Heart
- 4 Reading for Understanding
- 5 Addition
- 6 Reading
- 7 Research Solar System
- 8 Subtraction
- 9 Proof Reading
- 10 Spelling/Comprehension
- 11 Multiplication
- 12 Length and Perimeter
- 13 English
- 14 Fractions and Percentages
- 15 Reading
- 16 Volume and Mass
- 17 Research Comprehension
- 18 Division
- 19 Time
- 20 Graphs and Data
- 21 Spelling
- 22 Reading Timetable
- 23 2D Shapes
- 24 Problems about Money



Maths Made Easy 5



HELP

RESUME

- | | | |
|---------------------------------------|--------------------------|---|
| 1 Volume | 9 Numeration | 17 Fractions |
| 2 Mass | 10 Addition | 18 More About 2D Shapes & Angles |
| 3 2D Shapes & All About Angles | 11 Area | 19 More About Addition |
| 4 Data & Graphs | 12 Temperature | 20 Money |
| 5 Fractions | 13 Subtraction | 21 Working Mathematically |
| 6 3D Objects | 14 Multiplication | 22 More About Subtraction |
| 7 Position | 15 Time | 23 More About Mass/Volume |
| 8 Length | 16 Division | 24 Problem Solving |

Trading

Times Tables

Maths Games

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Room 31

Reading for Literacy 5



- | | | |
|--|------------------------------------|--|
| 1 Going to Camp Narrative | 10 Dracula's Diner Menu | 19 Jack and Abigail Play |
| 2 Treasure Hunt Explanation | 11 The Armadillo Report | 20 Winter Poem |
| 3 Miss Peach Narrative | 12 Cindy Report | 21 Tully's Treasure Procedure |
| 4 Parachutes Explanation | 13 Young Gran Recount | 22 Letter to Matthew Recount |
| 5 Shopping Centre Report | 14 Three Brothers Narrative | 23 Tennis Report |
| 6 Macaroni Cheese Procedure | 15 Haunted House Poem | 24 Precious Flower I Narrative |
| 7 Looking for a Job Advertisement | 16 Lasers Explanation | 25 Precious Flower II Narrative |
| 8 Alice's Diary Recount | 17 Pocket Money Discussion | 26 Red Handed Womaroo Report |
| 9 Sharing Discussion | 18 The Vikings Report | 27 Camp Rules Notice |

6th Class

Computer Classroom 6	D shapes 3D objects Mass Volume Addition Subtraction Multiplication Division Fractions Percentages Working mathematically Reading skills Cloze exercises Vocabulary Sentence building Spelling Grammar and proof-reading <i>Literacy and Numeracy</i>
Reading for Literacy 6	<i>See Screen Below</i>
Cluefinders 6	Solve a mystery but completing different task involving numeracy and literacy.
Young Scientist Natural Science	Learn all about the natural elements of science. Includes such things as creating a skeleton from scratch by placing different bones in the correct position etc.
Maths Made Easy 6	Temperature Time 2D shapes & angles Position Length Area 3D objects Volume Mass Numeration Addition Subtraction Multiplication Division Fractions & decimals Data & graphs Working Mathematically Problem Solving

Storybook Weaver	Creating stories – includes backgrounds, characters and a option to hear the story read back to you.
The Map Detectives	Learn about direction and following maps to solve a ‘puzzle’ – find the different places/people.
Young Scientist Physical Science	Learn about the physical elements of science e.g. Electricity etc.
Braintastic	Literacy version of Ultimate Maths Challenge
Ultimate Maths Challenge	A shooting game with levels starting in First Class – these challenges go up to adult age so can be changed to suit the level of the child




The Computer Classroom 6



HELP

Room 29

RESUME

1 Reading/Comprehension
- Castles

2 Addition

3 Reading Skills
- The Ear

4 Comprehension
- Yoghurt

5 Subtraction

6 Comprehension
- Skateboarding

7 Grammar
- Seals

8 Multiplication

9 Reading Cloze
- Beavers

10 Spelling/Comprehension
- Friends

11 Division

12 Reading/Word Use
- Funnelweb Spiders

13 Reading/Proofing
- Holidays

14 Fractions/Percentages

15 Reading/Vocabulary
- Food

16 Sentences/Vocabulary
- Starfish

17 Comprehension
- Witches

18 Working Mathematically

19 Reading/Usage
- Flight

20 Mass/Volume

21 Classification
- Fijian Legend

22 Reading & Logic
- Edinburgh Castle

23 2D & 3D Shapes

24 Reading/Proofing
- Antarctica

Visual Menu

Spelling

Trading & Demo's

Times Tables

Maths Games

stop GO

Maths Made Easy 6



Room 29

- | | | |
|--------------------------------|---------------------------|----------------------------------|
| 1 Volume | 9 Numeration | 17 Fractions & Decimals |
| 2 Mass | 10 Addition | 18 More About 2D Shapes & Angles |
| 3 2D Shapes & All About Angles | 11 Working Mathematically | 19 More About Addition |
| 4 Data & Graphs | 12 Temperature | 20 Money |
| 5 Fractions & Decimals | 13 Subtraction | 21 Area |
| 6 3D Objects | 14 Multiplication | 22 More About Subtraction |
| 7 Position | 15 Time | 23 More About Mass & Volume |
| 8 Length | 16 Division | 24 Problem Solving |

Help

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puzzle

logic

Room 29

Reading for Literacy 6



- | | | |
|---------------------------------|-------------------------------|-------------------------------|
| 1 An Early Swim Narrative | 10 The Skeleton Report | 19 Early Birds Discussion |
| 2 How to Juggle Explanation | 11 Tsunamis Report | 20 The Platypus Report |
| 3 A Kid's Work Poem | 12 In Charge Argument | 21 Making Pan Pipes Procedure |
| 4 Milk Explanation | 13 Staying Up Late Flow Chart | 22 Strange Rock I Narrative |
| 5 Genghis Khan Report | 14 The Argument Narrative | 23 Strange Rock II Narrative |
| 6 The Decision Play | 15 Very Big Lizards Report | 24 The Play Poem |
| 7 Chinese New Year Report | 16 The Daily News News Report | 25 Johanna Recount |
| 8 Making an Omelette Procedure | 17 The Other Side Recount | 26 Creatures Report |
| 9 Letter from Singapore Recount | 18 The Exam Poem | 27 Our Suburb Map |

Hidden Mystery Games

Mysterville

The Mystery of the Titanic

The Mystery of Cairo

Although the Hidden Mystery Games are not educational (they do not conform to the literacy or numeracy standards) they are extremely good games for the development of both concentration, and memory.