

# DIGITAL GAMERS

Dear Parents,

Over the next 4 weeks those of us in Class 3N, E and X will be following a unit of work on a theme that focuses on 'ICT and Computing'- Digital Gamers.

This unit of work is part of the International Primary Curriculum.

This new curriculum

sets out very clearly what children will learn – the learning goals – in three different areas:

1. The subjects of the curriculum. The learning goals for each of these subjects are at least as challenging as anything taught in the curriculum in your child's own country. In many cases, the learning goals are more challenging.
2. Personal development – the characteristics which will help children become more responsible, independent learners.
3. International understanding – which will help children develop both a sense of the independence of their own country and culture and the interdependence between countries and cultures.

Each unit of work is based around specific targets derived from the learning goals for one or more of the subjects.

## **ICT & Computing Learning Goals:**

2.01 Know about some applications of ICT and computing in different jobs and work situations

2.02 Know about some applications and implications of ICT and computing in everyday life

2.03 Know about some of the ways in which the use of ICT and computing in different jobs and work situations affects people's lives

2.04 Be able to search effectively, using and evaluating information from a variety of sources

2.05 Be able to select and use a range of programs or apps to support and present learning in other subjects

2.06 Be able to use ICT and computing to control events and write programs that accomplish specific goals

2.07 Be able to make choices to gather information and solve problems

2.08 Understand that different aspects of ICT and computing can be used safely, responsibly, respectfully and creatively to people's benefit

## International Learning Goals

2.01 Know about some of the similarities and differences between the different home countries and between them and the host country

2.03 Be able to identify activities and cultures which are different from but equal to their own

## Our Learning Targets

### In ICT, we will be learning about:

- How some people use ICT as part of their job as well as in their daily lives
- How to use ICT responsibly and stay safe online
- How to find reliable information from a range of sources including the internet
- How to use ICT to present things we have found out in an exciting and engaging way
- How to write algorithms to make things happen in digital games
- How to debug scripts and programs in digital games
- How to design, code, create and market our own digital games

### In International, we will be learning about:

- How we can connect to other schools around the world and share our digital learning

## Assessment Focus - ICT

**Skill** - 2.06 Be able to use ICT and computing to control events and write programs that accomplish specific goals

**Knowledge**- 2.01 Know about some applications of ICT and computing in different jobs and work situations

**Understanding**- 2.08 Understand that different aspects of ICT and computing can be used safely, responsibly, respectfully and creatively to people's benefit



All of the work we are going to do has been specially written to help your child reach the learning goals. Children will be reading, researching, writing, illustrating, working on their own and working in groups. We will be checking to see how well your child has learned through particular activities and asking children to explain their work, perhaps to you.

We already know the interest you take in your child's work. If you can, please discuss with your child the work they have done as the term progresses and let them teach you. Talk with your child about all the ways in which ICT plays a part in our daily lives, for instance when the street lights come on when it's dark, when the doors open for us in the supermarket or when the washing machine knows which cycle to run for us. Your children will be using a program called Scratch to write their own computer games. This software has been developed by MIT (Massachusetts Institute of Technology) for educational purposes. Please encourage your child to create his or her own online Scratch account. They will need access to an email address to do this.

**A Scratch account can be set up using the following website:**

<http://scratch.mit.edu>

Scratch allows students to program their own interactive stories, games, and

animations, which can then be shared with others in the online community. If your child has some work to research, please help them, but without actually doing the work. If you have the chance to further their interest in the ideas of this theme please take it, but your enthusiasm and interest is most important. By the end of the unit, we hope your child has achieved all of the learning targets. We hope they have had an enjoyable time in the classroom and you have enjoyed seeing your child work with enthusiasm. If you have any comments or questions about your child's learning, please get in touch.

### **Personal Goals - Nexus Neuron**

**Resilience:** I am able to stick with a task until it is completed.

**Respect:** I am able to show respect for my school and classroom environment.

**A flexible thinker:** I am able to develop my own point of view and give reasons for it.

**Communication:** I am able to share ideas, points of view and learning.

**Enquiry:** I am able to ask and think about searching questions related to my learning.

**Co-operation:** I am able to work alongside and in cooperation with others to undertake activities and achieve goals.

**Adaptability:** I am able to approach tasks with confidence.

**Principled:** I am able to make the right choices.

**Rigorous Learner:** I always do my best.

**Internationally minded:** I know and understand my own national culture.