Switched on ICT for the Early Years units

	Activity	Area of learning and development	Learning outcome	Suggested tools
1	**We have confidence**	Personal, social and emotional development: self-confidence and self-awareness	The children have the confidence to speak in a familiar group.	**Software/online tools:** Microsoft PowerPoint®/ Microsoft Word®, Sound Recorder, Audacity®, Tizzy's First Tools **Hardware:** Computer/laptop, microphone
2	**We can take turns**	Personal social and emotional development: making relationships	The children play cooperatively, taking turns with others. They take account of one another's ideas about how to organise their activity. They show sensitivity to others' needs and feelings, and form positive relationships with adults and other children.	**Software/online tools:** Birmingham Grid for Learning/Kent Web Dinobuilder/Poisson Rouge/Booh Baah Zone/ Busythings/2Simple Purple Mash (Simple City), Microsoft Word®/Microsoft PowerPoint® or other document file to paste in screen images **Hardware:** Interactive whiteboard (IWB), computer with touch-screen monitor/ iPad /iPod/ computer or laptop with mouse/roller ball/switch access
3	**We are successful**	Personal social and emotional development: self-confidence and awareness	The children are confident to try new activities and to say why they like some activities more than others.	**Software/online tools:** Microsoft PowerPoint®/Microsoft Photo Story 3/Clicker 5/6/Tizzy's First Tools Hardware: Digital camera, computer/laptop and printer (if necessary)
4	**We have feelings**	Personal social and emotional development: managing feelings and behaviour	Children talk about how they and others show feelings, talk about their own and others' behaviour.	**Software/online tools:** Microsoft PowerPoint®/Microsoft Photo Story 3, blogging tool, PhotoPeach/Animoto/Clicker 5/6/ Tizzy's First Tools/2Create a Superstory/JIT **Hardware:** Digital camera, computer/iPad, microphone, camera tripod
5	**We can drive**	Physical development: moving and handling	They negotiate space successfully when playing games with other children, adjusting speed or changing direction to avoid obstacles. The children handle tools, objects, construction and malleable materials safely and with increasing control.	**Software/online tools:** Microsoft PowerPoint®/Microsoft Word®, Tizzy's First Tools/2Publish+/JIT/ Early Vision – Off to the garage **Hardware:** Computer/laptop, printer, digital cameras, role-play props such as traffic lights, petrol pump
6	**We are DJs**	Physical development: moving and handling	Children show good control and co-ordination in large and small movements. They move confidently in a range of ways, safely negotiating space.	**Software/online tools:** Internet browser, Microsoft Word®/Microsoft PowerPoint® **Hardware:** Laptop/computer attached to data projector or IWB, simple flashing lights, karaoke machine
7	**We can exercise**	Physical development: health and self-care	Children know that physical exercise makes an important contribution to keeping healthy.	**Software/online tools:** iPad app/online countdown timer/interactive whiteboard (IWB) software timer **Hardware:** Computer/laptop, iPad/countdown timer, forehead thermometer, talking tins/talking postcards/MP3 recorders
8	**We are healthy**	Physical development: health and self–care	Children know the importance for good health of physical exercise and a healthy diet, and talk about ways to keep healthy and safe.	**Software/online tools:** Microsoft Word®, web browser **Hardware:** Laptop/computer with Internet connection, interactive whiteboard
9	**We can listen**	Communication and language: listening and attention	The children listen attentively in a range of situations. They give their attention to what others say and respond appropriately while engaged in another activity.	**Software/online tools:** No applications are required for this activity, though you may want to consider iFoot gauge app **Hardware:** Walkie-talkies/telephone/radio
10	**We can understand instructions**	Communication and language: understanding	The children follow instructions involving several ideas or actions. They answer 'how' and 'why' questions about their experiences.	**Software/online tools:** Audacity®, Microsoft Word®/Microsoft PowerPoint® /Clicker 5/6/Tizzy's First Tools/2Create a SuperStory **Hardware:** Microwave, digital kitchen scales, computer/laptop, sound recorder/microphone
11	**We can understand messages**	Communication and language: understanding	The children follow instructions involving several ideas or actions. They answer 'how' and 'why' questions about their experiences and in response to stories and events.	**Software/online tools:** If using an iPad: iPad app QuickVoice® Recorder (Lite)/iPad app QuickVoice® Recorder If using a tablet: Hi-Q MP3 Voice Recorder (Lite) **Hardware:** iPad/iPod touch®/tablet/small sound recorders/talking postcards/talking tins
12	**We are talkers**	Communication and language: speaking	The children use talk to organise, sequence and clarify thinking, ideas, feelings and events. They express themselves effectively, showing awareness of listeners' needs.	**Software/online tools:** Microsoft Movie Maker/any software that comes with your video camera, Microsoft PowerPoint®/Clicker 5/6 **Hardware:** Computer/laptop, video camera
13	**We are digital readers**	Literacy: reading	The children read and understand simple sentences. They also read some common irregular words. They demonstrate understanding when talking with others about what they have read.	**Software/online tools:** Oxford Owl/Sebastian Swan/ CBeebies Story Time/The Land of Me: Story Time (app)/2Simple Talking Stories/Sherston – Oxford Reading Tree/Clicker Tales (needs Clicker 5/6)/Nosy Crow stories (app)/Big Cat stories (app) Hardware: iPad/iPod touch®/computer/laptop with sound
14	**We can email**	Literacy: writing	The children write simple sentences, which can be read by themselves and others. Some words are spelled correctly and others are phonetically plausible.	**Software/online tools:** Learning platform email tool/2Simple 2Email **Hardware:** Computer/laptop with Internet connection
15	**We can blog**	Literacy: writing	The children use their phonic knowledge to write words in ways that match their spoken sounds. They also write some irregular common words. They write simple sentences that can be read by themselves and others. Some words are spelled correctly and others are phonetically plausible.	**Software/online tools:** Blogging tool, blog on the school's VLE **Hardware:** Digital camera, computer/laptop, microphone
16	**We can count**	Mathematics: number	Children count reliably with numbers from one to 20, place them in order and say which number is one more or one less than a given number.	**Hardware:** Programmable toy, such as Bee-Bot
17	**We are designers**	Mathematics: shape, space and measure	Children use everyday language to talk about position and distance to solve problems.	**Hardware:** Remote-controlled toys, programmable toy
18	**We are shape makers**	Mathematics: shape, space and measure	The children use everyday language to talk about size and position. They explore characteristics of everyday objects and shapes and use mathematical language to describe them.	**Software/online tools:** Interactive whiteboard (IWB) software/Textease **Hardware:** Light box/visualiser/IWB
19	**We are community members**	Understanding the world: people and communities	The children talk about past and present events in their own lives and in the lives of family members. They know about similarities and differences between themselves and others, and among families, communities and traditions.	**Software/online tools:** Microsoft PowerPoint®/Microsoft Word®/Audacity®/Clicker 5/6/ Textease/Tizzy's First Tools 2Create a SuperStory/Our Story (app)/AudioBoo sound recording (app) **Hardware:** Computer/laptop with mouse, roller ball or switch access/iPad, camera, video camera, small sound recorders/Talktime cards/ Talking tins
20	**We can observe**	Understanding the world: the world	The children know about similarities and differences in relation to objects, materials and living things.	**Software/online tools:** Digital microscope software, Windows Photo Gallery®, Microsoft Word®, 2Simple 2Publish+/Tizzy's First Tools **Hardware:** Computer/laptop, hand-held digital microscopes
21	**We are games players**	Understanding the world: technology	Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes.	**Software/online tools:** CBeebies games (see *Useful links*)/iPad apps: Bee-Bots app/ Matches/Kinectimals lite/Headspin: Storybook/The Land of Me/Kinectimals **Hardware:** Computer or laptop/iPad/iPod
22	**We are creative**	Expressive arts and design: exploring and using media and materials	The children safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.	**Software/online tools:** Art package: Tux Paint/JIT/Tizzy's First Tools/2Simple 2Paint/Draw and Tell (app) Presentation package: Microsoft PowerPoint®/ Microsoft Photo Story 3/PhotoPeach/Animoto **Hardware:** Interactive whiteboard (IWB), computer with touch-screen monitor/iPad/iPod/computer or laptop with mouse/roller ball or switch access, microphone
23	**We can record soundtracks**	Expressive arts and design: being imaginative	They represent their own ideas, thoughts and feelings through music and stories.	**Software/online tools:** Audacity®/GarageBand Hardware: Computer/laptop, electronic keyboard (musical)/CD player
24	**We are film producers**	Expressive arts and design: being imaginative	They represent their own ideas, thoughts and feelings through role play and stories.	**Software/online tools:** Windows Movie Maker/Windows Media Player/ editing software packaged with your video camera/Adobe Premiere Elements/iMovie **Hardware:** Computer/laptop, video camera