# **F3 ICT Activity Bank**

## **Digital Storytelling & Multimedia**

### **Activity: Feelings Journal**

**Skills:** Basic iPad handling, visual navigation, emotional literacy  
 **Tools:** Book Creator, iPad camera

**Activity:** Children create a "feelings journal" in Book Creator, taking photos of themselves and recording emotions using emojis or voice recordings.

**Skill Progression:** Introduces multimedia storytelling while building emotional vocabulary and self-expression skills.

**Differentiation:**

* **ICT Teacher:** Guides Book Creator interface and demonstrates recording features
* **ICT TA:** Supports photo/emoji selection and basic app navigation
* **Class TA:** Encourages emotional naming ("I feel happy because...")

### **Activity: My Digital Pet**

**Skills:** Creative digital design, multimedia storytelling  
 **Tools:** Book Creator, drawing tools, voice recording

**Activity:** Students design a digital pet using photos, drawings, and voice recordings to create a complete pet profile and story.

**Skill Progression:** Builds on basic iPad handling and multimedia storytelling, introducing creative digital design concepts.

**Differentiation:**

* **ICT Teacher:** Demonstrates advanced Book Creator features and creative techniques
* **ICT TA:** Assists with photo capture and basic drawing tools
* **Class TA:** Supports storytelling and creative ideation

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### **Activity: Stop-Motion Animal Stories**

**Skills:** Photography, storytelling, voice recording  
 **Tools:** VTech cameras, Chatter Pics, Book Creator, arts materials

**Activity:** Students choose an animal and habitat, create a story using arts materials for backdrops, take photos, and use Chatter Pics to give their animal a voice or Book Creator for narration.

**Skill Progression:** Combines camera skills with storytelling and multimedia skills, focusing on creating cohesive narratives.

**Differentiation:**

* **ICT Teacher:** Guides students to use both apps together, creating stop-motion style stories with narration
* **ICT TA:** Focuses on using Chatter Pics with single images and basic voice recording
* **Class TA:** Supports physical creation of animal characters and backdrops

### **Activity: My Family's Digital Story**

**Skills:** Photography, storytelling, family connections  
 **Tools:** Book Creator, VTech cameras, construction materials

**Activity:** Create family photo books using Book Creator with voice recordings about family members, photograph family drawings, and build family houses with LEGO/BRIO.

**Skill Progression:** Connects personal experiences with digital documentation, building established photography and storytelling skills.

**Differentiation:**

* **ICT Teacher:** Demonstrates advanced Book Creator features and story sequencing
* **ICT TA:** Supports basic photography and voice recording techniques
* **Class TA:** Facilitates family discussions and construction activities

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## **Coding & Programming**

### **Activity: Coding in the Garden**

**Skills:** Cause-effect logic, spatial awareness, tangible programming  
 **Tools:** Osmo Coding with Awbie, Duplo blocks

**Activity:** Guide Awbie through a berry-collecting garden using Osmo Coding, then build corresponding garden scenes with Duplo blocks.

**Skill Progression:** Reinforces cause-effect logic and spatial awareness through tangible programming experiences.

**Differentiation:**

* **ICT Teacher:** Explains coding steps and introduces complex sequences
* **ICT TA:** Assists with block-based instruction and troubleshooting
* **Class TA:** Acts out paths with physical movement (unplugged activities)

### **Activity: Hide-and-Seek Safari**

**Skills:** Animation, problem-solving, spatial logic  
 **Tools:** Scratch Jr, Bee Bot, maze materials

**Activity:** Animate animals hiding in Scratch Jr and use Bee Bot to find them in physical mazes.

**Skill Progression:** Combines storytelling with problem-solving and spatial logic through multiple platforms.

**Differentiation:**

* **ICT Teacher:** Models creating complex scenes and animation sequences
* **ICT TA:** Helps students add actions and troubleshoot basic commands
* **Class TA:** Supports storytelling development and maze navigation

### **Activity: Animal Journey with Osmo**

**Skills:** Sequential programming, problem-solving  
 **Tools:** Osmo Coding system

**Activity:** Program Awbie to navigate through a digital world to find different animal friends using sequential commands.

**Skill Progression:** Advances from simple berry collection to complex sequencing and problem-solving with specific goals.

**Differentiation:**

* **ICT Teacher:** Challenges students with complex coding puzzles using loops
* **ICT TA:** Helps with basic forward, backward, and turn commands
* **Class TA:** Assists with physical manipulation of coding blocks

## **Robotics & Physical Computing**

### **Activity: Shape Town**

**Skills:** Directional programming, shape recognition  
 **Tools:** MataBot, Tangrams, Sticklebricks

**Activity:** Program MataBot to visit buildings made from Tangrams and Sticklebricks, navigating between different geometric structures.

**Skill Progression:** Builds directional programming skills through real-world navigation tasks and shape recognition.

**Differentiation:**

* **ICT Teacher:** Introduces advanced MataBot programming features
* **ICT TA:** Supports basic directional commands and sequencing
* **Class TA:** Assists with physical construction and shape identification

### **Activity: Robot Road Trip**

**Skills:** Programming, path-following, spatial orientation  
 **Tools:** Bee Bot, Sphero Indi, themed mats

**Activity:** "Visit the zoo" – program robots to reach different animal stations on themed mats using directional commands.

**Skill Progression:** Builds on basic robot programming by adding thematic context and multiple destinations.

**Differentiation:**

* **ICT Teacher:** Sets up multiple mazes of different difficulty levels
* **ICT TA:** Reads commands aloud and provides step-by-step guidance
* **Class TA:** Supports group turn-taking and thematic connections

### **Activity: Map Making with Bee Bots and Sphero**

**Skills:** Route planning, community awareness, programming  
 **Tools:** Bee Bots, Sphero Indis, large mats or maps

**Activity:** Use robots to navigate to different community locations like "fire station," "school," or "park" on large mats, programming simple routes.

**Skill Progression:** Students create their own routes based on real-world concepts, reinforcing directional programming and sequencing.

**Differentiation:**

* **ICT Teacher:** Introduces complex coding using Sphero app and multi-step sequences
* **ICT TA:** Provides pre-drawn maps and basic navigation support
* **Class TA:** Supports physical placement of robots and step counting

## **Construction & Engineering**

### **Activity: Lego We Do "Our Community Helpers"**

**Skills:** Building, programming, community awareness  
 **Tools:** Lego We Do sets, programming blocks

**Activity:** Build models of community helpers (police car, fire engine, postal worker) and use programming blocks to make them move, light up, or make sounds.

**Skill Progression:** Connects physical building skills with visual programming logic, building with purpose to represent real-world concepts.

**Differentiation:**

* **ICT Teacher:** Challenges students to create command sequences (e.g., car drives, stops, flashes lights)
* **ICT TA:** Uses simpler pre-built models focusing on one or two commands
* **Class TA:** Guides building process, helping with motor skills and following instructions

### **Activity: Build-a-Bot Family**

**Skills:** Engineering, basic coding, family concepts  
 **Tools:** Lego We Do, J2E Turtle

**Activity:** Construct robot family members using Lego We Do and program them with J2E Turtle to perform simple family-related tasks.

**Skill Progression:** Integrates engineering and basic coding with relatable family themes.

**Differentiation:**

* **ICT Teacher:** Guides complex programming sequences and troubleshooting
* **ICT TA:** Assists with basic Lego construction and simple commands
* **Class TA:** Supports storytelling about robot families and their roles

### **Activity: Lego Engineers: Build and Tell**

**Skills:** Design thinking, communication, digital documentation  
 **Tools:** Lego We Do, cameras, ChatterPix

**Activity:** Create transport vehicles, take step-by-step photos of the building process, and record stories using ChatterPix.

**Skill Progression:** Builds on construction play by adding digital documentation and storytelling components.

**Differentiation:**

* **ICT Teacher:** Demonstrates ChatterPix use and advanced storytelling techniques
* **ICT TA:** Helps with voice recording and basic app navigation
* **Class TA:** Encourages narrative creation and provides construction support

### **Activity: Marble Run Challenge**

**Skills:** Physics, observation, video capture, collaboration  
 **Tools:** Marble runs, Kidizoom cameras or iPads

**Activity:** Teams create marble runs and film their creations, celebrating with a "Marble Film Festival."

**Skill Progression:** Builds on physical construction by adding video documentation and collaborative sharing.

**Differentiation:**

* **ICT Teacher:** Helps with basic video functions and editing techniques
* **ICT TA:** Oversees group collaboration and technical troubleshooting
* **Class TA:** Narrates actions while filming and supports physical construction

## **Creative Arts & Music**

### **Activity: Musical Storytime**

**Skills:** Sound patterning, cause and effect, rhythm  
 **Tools:** Chrome Music Lab Song Maker

**Activity:** Create background music for short stories (e.g., "Rainy Day Walk") using Song Maker's instruments and rhythm tools.

**Skill Progression:** Connects sound patterning to narrative structure through creative exploration.

**Differentiation:**

* **ICT Teacher:** Shows how to tap sounds into Chrome Music Lab and create melodies
* **ICT TA:** Helps with rhythm clapping and basic sound selection
* **Class TA:** Connects sound to story characters and emotional themes

### **Activity: Sound Detectives**

**Skills:** Sensory exploration, expressive language  
 **Tools:** Chrome Music Lab, Chatter Pics

**Activity:** Explore sound patterns in Chrome Music Lab and use Chatter Pics to make objects talk about their favorite sounds.

**Skill Progression:** Encourages sensory exploration and expressive language through multimedia creation.

**Differentiation:**

* **ICT Teacher:** Demonstrates advanced Chrome Music Lab features and Chatter Pics integration
* **ICT TA:** Supports basic sound exploration and voice recording
* **Class TA:** Facilitates discussion about sounds and their emotional connections

### **Activity: Talking Tangrams**

**Skills:** Shape recognition, storytelling, voice integration  
 **Tools:** Tangrams, cameras, ChatterPix

**Activity:** Create tangram animals, photograph them, and record them talking using ChatterPix with personality and character voices.

**Skill Progression:** Builds on tangram puzzle work by adding voice integration and digital storytelling.

**Differentiation:**

* **ICT Teacher:** Guides shape building on screen and advanced ChatterPix features
* **ICT TA:** Helps with photo editing and basic voice recording
* **Class TA:** Encourages dialogue creation and shape manipulation

## **Pattern Recognition & Logic**

### **Activity: Digital Detectives: Pattern Pals**

**Skills:** Pattern recognition, matching, shape logic  
 **Tools:** Bolt Boards, Tangrams, iPads

**Activity:** Use Bolt Boards and Tangrams to recreate simple shape creatures and document creations with iPads.

**Skill Progression:** Builds on unplugged pattern work by adding digital documentation and analysis.

**Differentiation:**

* **ICT Teacher:** Introduces digital versions on iPad and pattern analysis
* **ICT TA:** Offers hints during puzzle solving and iPad navigation
* **Class TA:** Supports physical manipulation and naming shapes

## **Thematic Project Suggestions**

### **Theme: "Animal Rescue Heroes"**

**Focus:** Story-driven problem-solving with clear heroes and challenges

**Suggested Activities:**

* Program Scratch Jr rescue scenarios where animals need help
* Create Bee Bot rescue missions to "save" toy animals from mazes
* Build animal habitats with construction materials and document rescue stories

**Why it works:** Builds on coding logic, uses familiar animal themes, allows for creative expression with clear narrative structure.

### **Theme: "Our Classroom Restaurant"**

**Focus:** Role-play integration combining multiple skill areas

**Suggested Activities:**

* Design restaurant menus using drawing apps
* Program MataBot "waiters" to deliver orders around classroom
* Create "cooking shows" with simple stop-motion techniques
* Build restaurant furniture with construction materials

**Why it works:** Appeals to 4-5 year olds through role-play, integrates coding/construction/multimedia, connects to familiar experiences, allows for celebration and sharing.

## **Ongoing Projects**

### **Our Digital Garden**

**Focus:** Digital citizenship, reflection, and family engagement

**Implementation:** A cumulative digital project using Book Creator or Seesaw where students:

* Document learning with photos or voice recordings
* Share creations with family members
* Reflect on what they liked or learned
* Build confidence in digital creation

**Progression:** Start with basic documentation, add voice recordings and creative elements, conclude with comprehensive reflection and family sharing.

## **Digital Citizenship Integration**

### **"Sharing Our Creations Kindly"**

Integrate throughout all activities with age-appropriate concepts:

* Taking turns with technology
* Being kind when viewing others' work
* Asking before using someone else's creation
* Celebrating everyone's efforts
* Understanding that practice makes us better

## **Implementation Notes**

**Activity Duration:** Each activity designed for 10-15 minute sessions with high adult support, building toward greater independence.

**Differentiation:** All activities maintain three-tier support structure with specific roles for ICT Teacher, ICT TA, and Class TA.

**Skill Building:** Activities can be selected based on current student abilities and combined to create themed learning experiences.

**Resource Flexibility:** Most activities can be adapted based on available technology and materials.