

Core Program 1: Infant Video Toolkit

Program

2Go

[Through simple instructions move objects around the screen, draw your own shapes or explore a pre-set navigation template. Introduces movement and direction and basic principles of programming]

ICT skills

- ❑ Using tools on the computer
- ❑ Introduction to understanding of what icons are; how they represent actions or tools
- ❑ Creative development:
- ❑ Fine mouse manipulation
- ❑ Transferable skills of Saving and opening files
- ❑ Transferable skills of introducing understanding of file locations and storing information on the computer
- ❑ Transferable skill of printing documents
- ❑ Programming concepts
- ❑ Grid option introducing spreadsheet concepts

Learning areas

- ❑ Foundation phase learning. Mathematical reasoning.
- ❑ Navigational skills, tracking or directionality skills and spatial concepts
- ❑ Lays foundation for basic programming skills by allowing learner to create a pre-conceived and planned set of steps to reach their desired conclusion.

Curriculum Links: How Program meets NRC and International QCA ICT Scheme of work.

- Mathematical and creative development during foundation phase
- Develop and record sequences of instruction
- Precise prediction using mathematical tools
- Understanding of measurement and movement units. Such as degrees and angles.
- Understanding instruction and seeing results or making calculated results happen.

Learning Level

- Foundation phase and Grades 3 - 7

LESSON EXAMPLE:

forward 4 squares and turn left once forward 1 square:Pink House

The interface shows a 10x10 grid world with a robot starting at the intersection of the 5th column and 5th row. The grid contains several obstacles: a bicycle, a red house, a blue house, a yellow house, a white dome building, a white truck, a red car, a pink house, and a church. The robot's path is indicated by a green line and arrows: it moves forward 4 squares to the 9th row, turns left once to face the 8th column, and then moves forward one square to reach the red house.

forward 4 squares, turn left once, foward one square: red house

The image shows a software interface for a grid-based workspace. At the top, there is a standard Windows-style menu bar with icons for file operations. The main workspace is a large grid. Overlaid on the grid is a dialog box titled "Teacher Options [ver 2.2]". The dialog has five tabs: "General", "Movement", "Printing", "Background", and "IWB". The "General" tab is active and contains four radio button options: "Direction", "Simple", "Diagonals", and "Turning". Each option has a small diagram showing the corresponding movement or action. Below these options are two checked checkboxes: "Show grid lines" and "Allow Programming". At the bottom of the dialog are the "2simple 2go" logo, the text "Written by Max Wainwright (c) thinkICT 2004", and "Cancel" and "OK" buttons. To the right of the grid is a vertical control panel. It features a numeric keypad (1-9), directional arrows (up, down, left, right), and a set of colored markers (red, yellow, green, blue, purple, black) at the bottom. The interface is designed to allow teachers to customize the difficulty and features of the grid-based activities.

Teacher options allow for more or less challenging levels of skill.