

## Suite Program 6: Modelling toolkit

### Program

*Modelling toolkit (Enables pre-school and primary school learners to explore predictions and decision making with three differentiated levels)*

### 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
- ❑ Thinking skills of pre planning
- ❑ Single finger clicking and dragging
- ❑ Problem solving skills
- ❑ Logical thinking

### Other skills include:

- ❑ Encourage planning, revising & editing
- ❑ Exploring the properties of shape
- ❑ Create patterns through colouring & recording sounds
- ❑ Visual synthesis between pre made pattern and its recreation
- ❑ Grid encourages mapping concepts
- ❑ Imaginative development
- ❑ Spatial concepts
- ❑ Cognitive skills

### Learning areas

Mostly Languages and Maths but most of the other eight learning areas can be integrated into the activities.

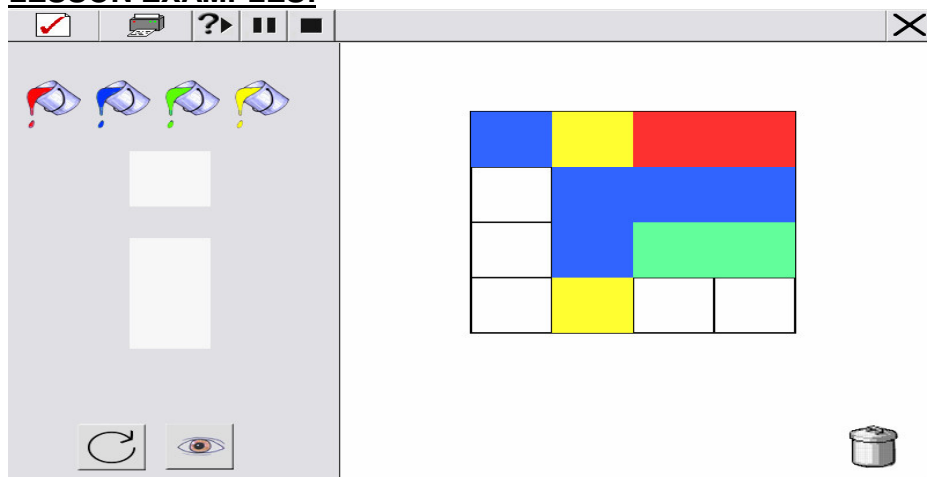
**Curriculum Links: How Program meets NRC and International QCA ICT Scheme of work. (Outcomes and assessment standards)**

- Languages; Thinking and reasoning LO5
- Maths; Space and shape, Pattern and sequencing

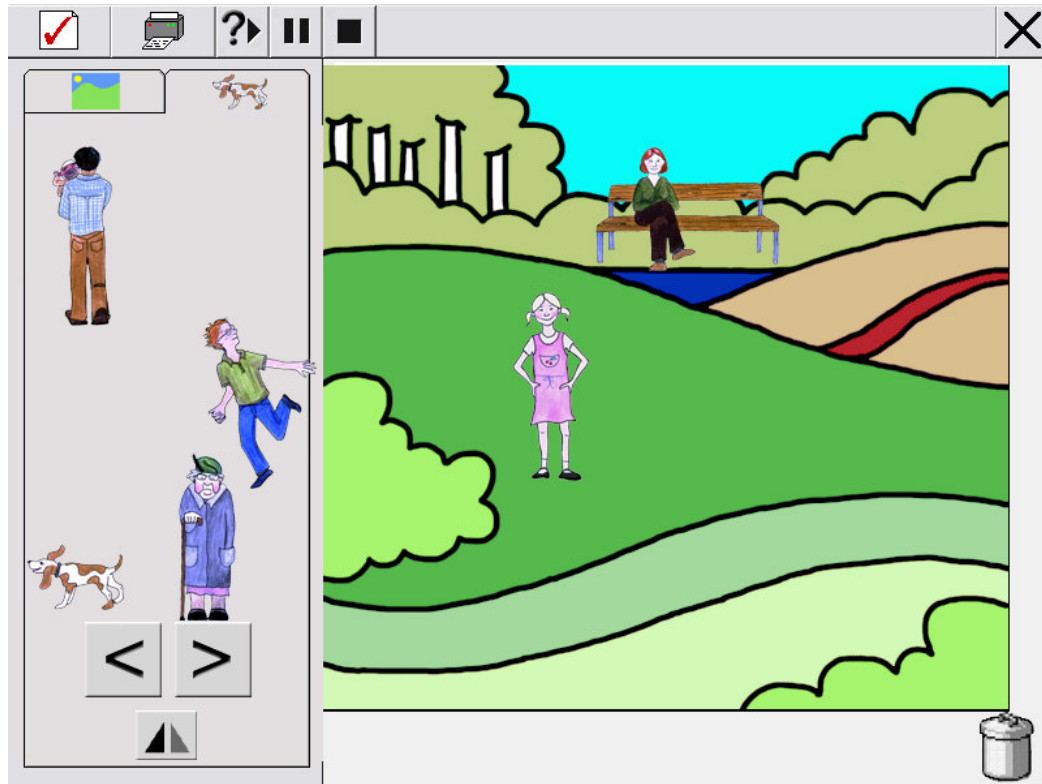
**Learning Level**

- Foundation and Primary level Grades R – 3

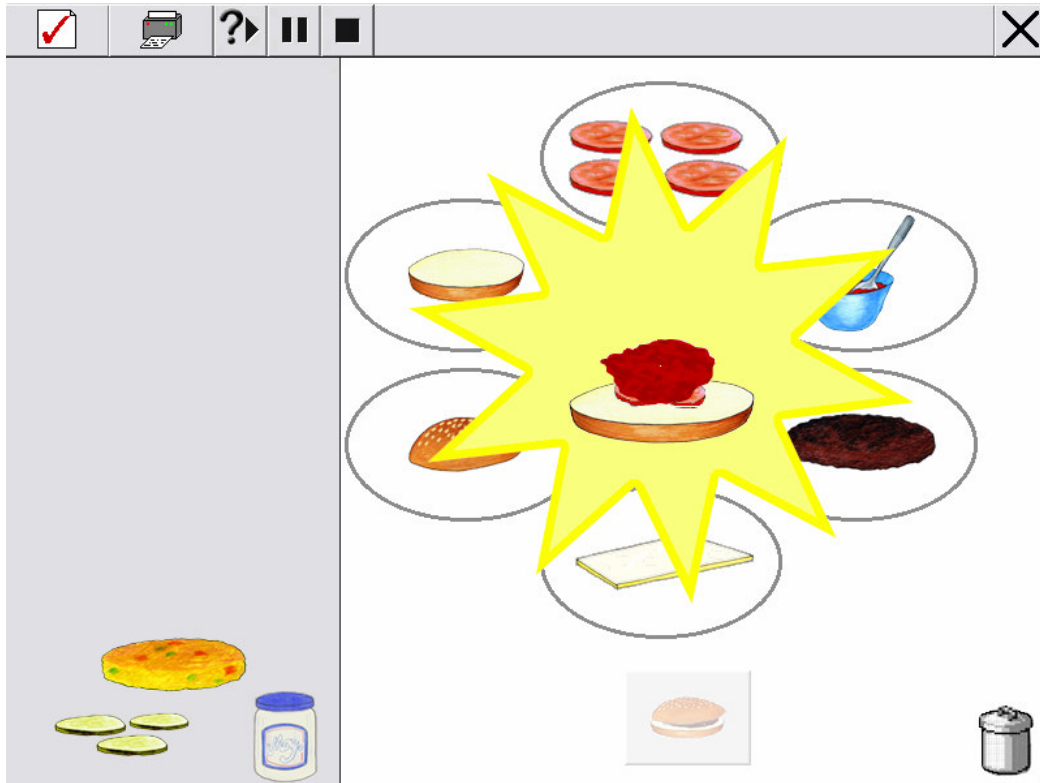
**LESSON EXAMPLES:**



Shape and spatial concepts are practiced as well as visual synthesis between pre made pattern and its recreation



The fill tool is introduced, while dragging, dropping and depth perception are practiced.



Sequencing and pattern is practiced as well as organising your thoughts.

The image shows a software interface for a grid-based activity. At the top is a toolbar with icons for a checkmark, printer, help, pause, stop, and undo. On the left is a sidebar with directional arrow icons (up, left, right, down) and an envelope icon. The main area features a 5x5 grid with the following content:


Below the grid are two boxes:

- A red box containing the text "VWX".
- A white box containing the text "V - -".

Above the grid is a sequence of directional arrow icons: a row of 14 arrows (up, up, up, down, left, up, up, right, up, up, right, up, envelope, up, right, up, up) and a row of 3 arrows (left, left, left).

Directional language, the concept of mapping and grids and an introduction to programming all in one activity!