

St. Comán's Wood Primary School

Step 2-Technology & ICT

ICT is effectively used to support all areas of the curriculum throughout the school from infants to 6th class inclusive. Children use Ipads, laptops and Chrome books for a variety of different purposes during station teaching, after-school club, with SEN and so forth. Here are a few of the websites & apps used:

Scratch/Coding

Nessy

Mangahigh

Read Theory

Hour of Code

Topmarks.co.uk

Adobe Spark

See-Saw App

Duo Lingo



Ms. Leonard's Scratch After-School Club

Ms. Leonard set up & runs the Scratch after-school club twice a week Mondays and Tuesdays since September 2019. There is a range of experience in the class. The class runs for an hour. The children are encouraged to develop their own coding skills. To facilitate this, every second lesson is started with a new idea of what the children could code. This could be a game, an animation, a quiz etc. The work is varied so that children have opportunities to learn about all of the different coding blocks within Scratch. Ms. Leonard models the basics of coding the project on the interactive whiteboard. All children are then asked to have the basic coding completed by the end of the hour. Initially the children completed the work quite easily, copying the basics of the work modelled. However, as the work continues the children have to rely more on their own problem-solving skills and previous knowledge to overcome any difficulties.

Ms. Leonard rotates around the room during this time, assisting or making suggestions where needed. Children can challenge themselves by making changes to the basic project to make something more advanced such as adding levels to a game. In this way, children work at their own pace and develop a range of skills – coding, problem-solving, mathematical, team-work to name but a few. In many cases, the children's own knowledge of Scratch has increased beyond the teachers and they often teach her different or simpler ways of coding a particular thing. The children love the club and are always eager to complete projects so that they can add them to the school studio <https://scratch.mit.edu/studios/251381/> and share them with their families and friends!

ICT in Ms. Dolan's 2nd Class

Information Technology is used in connection with many curricular areas in Ms. Dolan's class.

In numeracy, challenges are set and achieved using an online tool called Manga High. Children engage with this in small station groups as an individual activity. All challenges are differentiated by the teacher and this year some basic coding challenges have been included.

In literacy, children engage with Online forums like www.topmarks.co.uk which are great to reinforce reading, Writing and mechanics of writing. Word games like hangman, word bingo and Big Cat reading are also independent station activities.



ICT in Ms. Dolan's 2nd Class

In SESE, iPads and chromebooks are used to research History, Geography and Science topics. This year to aid SALF, self assessment, Ms. Dolan's class have been using the SeeSaw app which allows the children video, photograph and annotate their Own work as well as share their Thought on their own learning both by adding an audio to their work or adding a video to explain their approach to learning or difficulty with a certain task. They all have a separate login so everything is shared privately with the teacher.

Another very useful app which Ms. Dolan's 2nd class used this year is Adobe Spark. In Gaeilge we used this app to create virtual online videos to answer ceisteanna Gaeilge. Also in writing we made our own e:books. Here we took our own narrative stories and made them into e:books with text, illustration and voice-over reader



Using ICT & Technology in St. Comán's Wood

Children use an online maths website called www.mangahigh.com to play maths games and engage with maths challenges that their class teachers set for them. Each child has an individual login and password, and teachers can monitor progress or lack thereof, and set challenges appropriate to the level of the child, so that each child achieves success at their own level. Children use mangahigh in maths stations in some classes while it is used as a home/school link by others and set as homework. Parents are encouraged to participate in this activity with their children.



Bee-Bots in Senior Infants

- St. Comán's Wood recently borrowed Bee-Bots from Athlone Education Centre. Ms. Ward's Senior Infants had a chance to use them. They can be used to develop computational thinking skills and lead to the writing of simple code and programmes. Children can develop logical thinking skills, progressing from concrete to pictorial to abstract. Children can learn to understand some of the language and terminology used in coding and then write and test simple programs to control the robots.

