

First Level Home Learning Activities

Technology

Using Digital skills Log into https://www.bbc.co.uk/cbbc/games/little-roy-wonder-doodler to practice your mouse control skills	Pixel art- change an excel spreadsheet into squares. Select the whole sheet and change one column. Design own pixel art or find examples on the web. Offline option -use squared paper
Computational Thinking – group toys/things based on type, colour or size. Spot similarities and differences in objects. Look for patterns in objects and information.	Hour of Code https://hourofcode.com/uk/learn Choose one of the code.org activities or Lightbot Just choose a game, press start and select Blocks/Try Now
Data Handling Search for https://www.j2e.com/j2data/ Open the chart tab and have a go at creating a family graph. Objects in the room – tables, chairs, windows, TV etc.... Print the graph or take a screenshot with snipping tool	Computational Thinking- algorithm Draw out the steps to make/do something e.g. how to draw a dinosaur, make a cake, get dressed. Could be a series of pictures or labelled drawings. There may be choices to make.
Make a poster/3d shape which is made of materials which have been reduced, reused and recycled. e.g. reuse scrap paper, cut out coloured pieces from a magazine, cut up kitchen recycling ...	Coding with Scratch Jnr- works on tablets as an app 5-7 years. Just find in the app library on a tablet or mobile phone. Familiar with Scratch already?- https://scratch.mit.edu/projects/editor/?tutorial=getStarted Code Club- Free downloadable book for Scratch
Using technology Use a camera on a phone or a digital camera Take photographs of things around you e.g. your drawings, the garden, pets. Share your pictures with other people.	Play Board Games Think about how predictable it is. Do you guess some things? What is the aim of the game? A quest, collecting points? Many computer game designers have to think about the same things when they make a game for us to play. Hands-On Activity - Why not design your own board game

Computational Thinking - Sequence of Instructions

- **Two person activity - Take turns**
- One person pretends to be a robot while the other person gives instructions to do something e.g. pick up a toy or open a cupboard. Could use $\frac{1}{4}$, $\frac{1}{2}$ turn left etc... to explain how to turn left or right. The "robot" can only do what they are told to do and no more- e.g. walk two steps forward, do a $\frac{1}{4}$ turn left, walk one step forward, pick up the book.

Coding a robot to do something in a factory takes a long time.
Every step needs to be set out. Many lines of code are needed.

Computing Technology

Think of all the computing devices in the world around us including the ones which are hidden inside a toy or a kitchen appliance or a building.

Toys - e.g. control panels, sensors

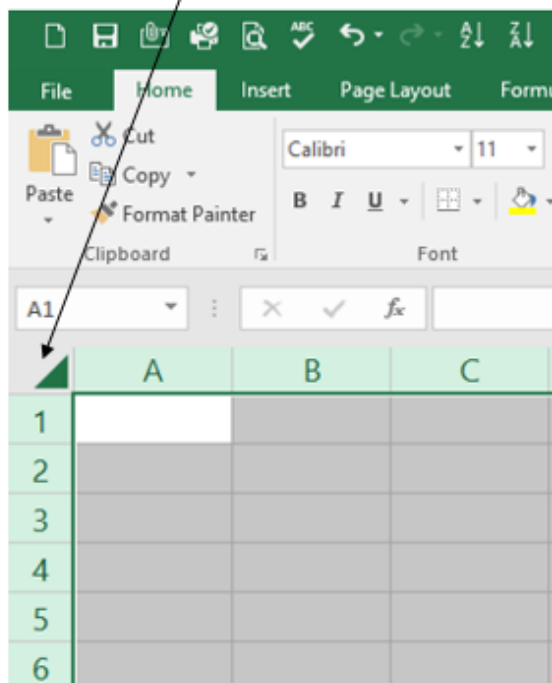
Kitchen appliance - e.g. can control it from a mobile phone

Building - e.g. automatic opening doors, fire alarm systems

Pixel Art- making grid squares

Select the whole **Excel** sheet

Click on this square with a triangle.



The whole sheet will go grey.

Resize column A into a square and all the other columns will also resize. Click between the Letters A and B to resize the columns and drag left.

