

Using Technology to help
children adapt to the New
Curriculum

+ Maths

- **Maths** will expect more at an earlier age. There will be a requirement for pupils to learn their 12 times table by the age of nine. Basic fractions, such as half or a quarter, will be taught to five-year-olds. By the end of Year 2, pupils should know the number bonds to 20 and be precise in using and understanding place value

What can we do to help?

- www.topmarks.co.uk
- www.transum.org

+ Useful Apps

- Math Drills. Customise the tests for your pupils. Free 'lite' version also available.



- Talk Maths. Currently there are 3 apps available for yrs 4, 5 and 6. Designed for 2 children to work on one iPad at one time, working together to solve maths problems.



- ◆ Chunking - one of many maths apps from SUMS Online.

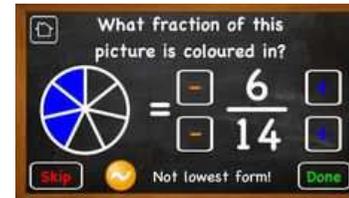


- ◆ King of Maths - a fast-paced mathematics game



+ Useful Apps...

- Fractions. Learn about and then practice.



- Pizza Fractions

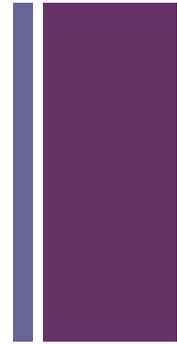


- Squeebles Multiplication (Times Tables 1)



+ English

- Spelling Word lists for eight- and nine-year-olds include "medicine" and "knowledge", by 10 and 11 they should be spelling "accommodate" and "rhythm"
- write clearly, accurately and coherently, adapting their language and style in and for range of contexts, purposes and audiences.



+ Spelling, Grammar and Punctuation (SPaG)

- My Grammar Lab and My Grammar Lab Advanced



+ Stimulating Creative Writing

- Epic Citadel - stimulate creativity by exploring this virtual world. Write stories about it, poems about it, music to go with it, etc. etc. Free and classic!



- Epic Zen Garden. From the makers of Epic Citadel, this shows off the graphics capabilities of iOS8, and could serve as the setting for some descriptive writing etc. Requires iOS8



- Castlerama - a virtual world to explore to stimulate creative writing and more



+ Apps for younger pupils

- Make a monster, which can be used for descriptions, adjectives etc. or even animated in another app.

Story Wheel - create and record spoken stories by spinning the wheel and using the picture prompts.



Clicker Sentences - develop young pupils' writing skills.



+ Reading

- Collins Big Cat: This is one of several free interactive book and story creators. Get them all! Children can use the story creator to make their own books with sound, text and pictures.

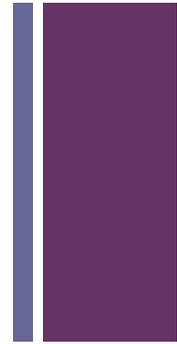


- Oxford Owl Reading App



+ Science

- **Science** will shift towards a stronger sense of hard facts and "scientific knowledge". In primary school, there will be new content on the solar system, speed and evolution.

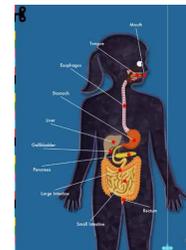


+ Useful Science Apps...

- Essential Skeleton 2 - truly amazing details in this app. Zoom in and navigate around this skeleton, capture images to your camera roll and more.



- The Human Body. A working model!

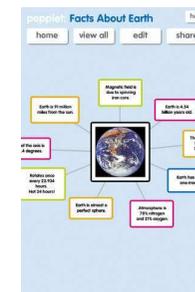


+ Useful Science Apps...

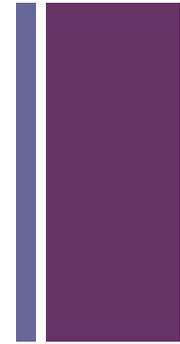
- Exploriments: Electricity - Simple Electrical Circuits in Series, Parallel and Combination



- Popplet Lite - free version of the mind mapping app



+ History



- **The history curriculum** takes primary pupils through British history from the Stone Age to the Normans.
- Also, teachers can choose to study "Significant individuals or themes" including Elizabeth I, Neil Armstrong, Rosa Parks or Crime and Punishment in British history.

+ Useful websites



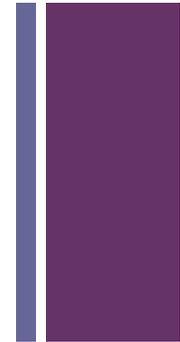
- BBC.CO.UK-

- *Viking Quest, Ancient Egyptians, Romans, Anglo-Saxons etc*

□ National History Museum Webquests

- *A series of tasks using artefacts from the NHM's Collection.*

+ Computing



- **Computing** will teach pupils how to write code. Pupils aged five to seven will be expected to "create and debug simple programs".
- By the age of 11, pupils will have to "design, use and evaluate computational abstractions that model the state and behaviour of real-world problems and physical systems"
- Ok then, here's how...

- + Beebot : Virtual version of the popular programmable robot for younger children.



Kodable : Introduces children to programming concepts.



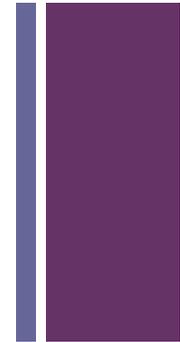
Tynker : Solve programming puzzles with drag-and-drop code blocks.



Dynamic Art Lite : More challenging graphical programming.
Aimed at Upper KS2



Scratch is a free programming language and online community where you can create your own interactive stories, games, and animations.



+ Using iPads before bed 'can lead to a poor night's sleep'

■ www.dailymail.co.uk

