



## ICT activities and resources to support learning in the Foundation Stage.



### **Area of learning: Communication, language and literacy (CLL)**

- recognise some letters on a computer keyboard for example the letters in their name
- have experience of tapes, pictures, animations, talking stories, a variety of texts, music CDs, digital camera, video and TV
- understand that some text or symbols have meaning for example the words for different colours from a word bank
- understand the terms on and off
- observe and talk about the use of ICT in familiar environments

### **Area of learning: Problem Solving Reasoning and Numeracy (PSRN)**

- understand and sort objects by a given criteria for example size
- collect data to make a table
- understand that data can be presented graphically for example as a pictogram or tick chart
- understand directional language such as forward, left, backward, turn for example to control a toy or pixie or Roamer
- can count objects on a computer screen

### **Area of learning: Knowledge and understanding of the world (KUW)**

- use a word processor with a word bank
- select and drag objects and tools
- use the mouse to click and point accurately
- be aware of simple switches in household appliances
- understand and use the mouse with a degree of hand eye co-ordination
- observe and talk about the use of ICT in familiar environments

### **Area of learning: Physical development (PD)**

- understand and use the mouse with a degree of hand / eye co-ordination
- drag or highlight an item on the screen using the correct mouse button
- see that moving the mouse moves the pointer on the screen

### **Area of learning: Creative development (CD)**

- use a painting program to create a picture that the child can talk about
- create a scene on the computer for example, using Tizzy's Tools
- know that sounds and music can be created and played for example on computers, CD players and tape recorders

**Area of learning: Personal, social and emotional development (PSE)**

- be confident to try new activities and initiate new ideas for example experiment with writing and painting using a computer program
- work as part of a group, taking turns and sharing fairly for example listening to a talking story or contributing to shared writing on a computer
- select and use activities and resources independently for example listen to a taped story or use the computer as part of role play