

How can you support your year 6 child in ICT?

The different strands we teach are:

Multimedia: Combine text, data, graphics, video and sound
Digital Imagery: Creating and manipulating digital imagery , animation and video
Sound and Music: Recording, creating and manipulating music and sound
Communicating and Publishing: E-safety, electronic communication and using web2.0
Finding Things out: Research using electronic data and the Internet
Finding Things out: Collecting, using, manipulating, presenting and interpreting data

Strand and the objectives that are covered over the year	How can you help your child with this?
<p>Multimedia</p> <ul style="list-style-type: none"> • Recognise the features of good design and layout in different electronic texts (e.g poster, card, presentation, Learning Platform etc) • Talk about design in context of their own work • To integrate words, images and sounds imaginatively for different audiences and purposes • To make appropriate selections from a variety of ICT applications to present text images and sounds effectively and communicate specific information and ideas for a specific audience. • To organise their information appropriately and identify appropriate choices and links • To understand the potential of multimedia through comparing and contrasting a variety of applications • Understand the importance of evaluation and adaptation of individual features to enhance the overall presentation. 	<ul style="list-style-type: none"> • In PowerPoint (or the free open office version from www.openoffice.org) insert action buttons (these can take you from one slide to another without going in order, use the help section to find out more about them) • Think about the purpose of their PowerPoint presentations – discuss how they can be used for different reasons (e.g. inform, persuade) • Insert hyperlinks to other slides (CTRL and K) in PowerPoint and to websites in Word • Think about how they need to change documents or presentations to suit a particular audience
<p>Digital Imagery</p> <ul style="list-style-type: none"> • To generate, amend and combine digital 	<ul style="list-style-type: none"> • Use Block CAD to make 3D pictures - download from http://blockcad.net

<p>images from appropriate sources for a specific audience or task</p> <ul style="list-style-type: none"> • To use images from different sources (stills, video, graphics, animation) to enhance a presentation or communicate an idea • To recognise the concept of copyright and abide by its laws • Routinely evaluate and improve as part of a design process • To understand how 3d graphics are generated • To apply knowledge and understanding of graphics packages and digital imagery to present work across the curriculum suitable to task and audience. 	<ul style="list-style-type: none"> • Take pictures with digital cameras and transfer them from the camera to the computer • Use photo manipulation software like www.lunapics.com and www.paint.net • Talk to your child about copyright and who owns the images in the internet • Download a simple program to use to do animation from http://www.snapfiles.com/GeT/sTiCKFiGuRe.html
<p>Music and Sound</p> <ul style="list-style-type: none"> • To understand that a professional broadcast is made up of many parts and identify key features of different broadcasts • To use appropriate ICT resources to compose music or sounds to accompany a story, multimedia presentation or digital movie considering specific audience and purpose • To select and use suitable software and hardware to produce a multilayered podcast for a given purpose • To save and convert sounds in appropriate formats • To edit and manipulate music and sound and refine for a given audience or project. 	<ul style="list-style-type: none"> • Use websites like http://www.jamstudio.com/Studio/index.htm to make their own music • Download sounds from websites like www.findsounds.com and www.freeplaymusic.com • Put sounds into PowerPoint (or the free version of PowerPoint from open office) • Listen to podcasts that are free to download from itunes (http://www.apple.com/itunes/download) • Download http://audacity.sourceforge.net/ to record and edit sounds
<p>Communicating and Publishing – Electronic Communications</p> <ul style="list-style-type: none"> • To use appropriate forms of communication to solve problems, share information or ideas • To present and share different types of information in different forms and show awareness of intended audience • Understand the need to refine the quality of their work to suit the purpose and audience • Understand the responsibility of publishing on the Internet in terms of personal safety, appropriateness and relevance of content. <p>E-Safety</p> <ul style="list-style-type: none"> • To understand the schools e-safety policy: appropriate to their age • To abide by copyright laws 	<ul style="list-style-type: none"> • Have a go at using a blog on the VLE (in the my space area) • Go into a discussion group on the VLE (go to the classes section) • Talk about the school’s E-Safety rules by looking at the E-Safety section of the VLE together • Talk about what they could use emails for and why adults use them • Make their own web pages using http://www.j2e.com/
<p>Finding Things Out: Research</p>	<ul style="list-style-type: none"> • Use a search engine with supervision

<ul style="list-style-type: none"> • Check plausibility of information from a variety of chosen sources on the same topic • To understand plagiarism and the importance of acknowledging sources • To make independent and appropriate choices about methods used to locate information • To make independent and appropriate choices about the use of the information found • Children should be aware of responsible internet use and abide by the rules of the school and AUP including copyright (see relevant information in other sections). 	<ul style="list-style-type: none"> • Discuss use of key words and leaving out unnecessary words • Use the information found from a search to write a report in word • Discuss how to check information using more than one website • Use image searches in google and save images that are found • Talk to your child about how not all information found on the internet is useful or true • Navigate within a website using hyperlinks and menu buttons to locate information • Use copy and paste • Talk about the fact that web sites have a specific address e.g. www.bbc.co.uk
<p>Finding Things Out: Handling Data</p> <ul style="list-style-type: none"> • To understand how ICT can be used to solve problems involving large amounts of data • Identify and collect appropriate data to answer their questions (e.g. what are the differences in heart rates resting, during and after exercise) • To know when and how to organise and analyse data accurately in an appropriate piece of software • To use tools such as searches, filters, sorting and graphing to refine the information • To understand which searches and graphs are relevant to a specific problem • To understand the importance of presentation techniques aimed at a specific audience understanding the need for accuracy. • To question reliability of data -sources (plausible, implausible). 	<ul style="list-style-type: none"> • Use Microsoft Excel (or the free version from open office) as an example of spreadsheet • Talk about how databases are used in the real world e.g. a database in school of the pupils or in the doctors surgery of the patients • Do a search in Excel to find certain information • Organise data in Excel alphabetically by pressing the A-Z button
<p>Developing ideas and making things happen: Control</p> <ul style="list-style-type: none"> • To understand that data from sensors can be used in control procedures • To control on screen mimics and devices using a switch or sensor. • To use control sequences involving sensor data to solve real life problems • To use a spreadsheet model independently and use the information learned to offer a solution to a real life problem • To choose to design and create an appropriate spreadsheet model for a real 	<ul style="list-style-type: none"> • Discuss real-world data loggers like pedometers • Use Microsoft Excel (or the free version from open office) as an example of spreadsheet • Try out simple formula in Excel • In cell (box) A1 write 5, in cell A2 write 7, in cell A3 write: • =SUM(A1+A2) • When you press enter the value in cell A3 will be the total of 5 and 7 • If you change the numbers in the sum it will automatically change the answer • Control an on screen character using a

life problem, explore possible solutions and then choose and justify their answer.

program like <http://scratch.mit.edu/>