How could schools support the Digital 5 a Day?

Finding the balance

During the previous academic year, our school had become increasingly concerned about the educational impact of an unbalanced digital lifestyle.

Many of our students linked the excessive use of technology to a lack of concentration, tiredness and home/school conflicts, which in turn affected behaviour for learning. Many parents also shared these concerns.

As a result, we undertook a home/school research project to see if readdressing this balance could ease these outcomes. The feedback was striking!

Whole school Ethos

The Digital 5 a Day initiative could be viewed as a great opportunity to address these concerns through a whole school ethos.

The thinking around their framework provides an opportunity to work in a cross curriculum manner, which gives great relevance to a variety of issues.

The following presentation seeks to share classroom based ideas, that could consolidate the Digital 5 a Day and help our families establish a balanced digital lifestyle.

Connect

Connect:

Monster exchange:

Our Year 3 class drew, then described a fictional monster. Meanwhile, another local school was also undertaking the same activity.

LO: I can use email to communicate effectively

We emailed each other our descriptions. Next the children drew each others monsters', based on the received descriptions. Once drawn, we took photos of the new monsters and emailed them back.
Some replies came as a shock!
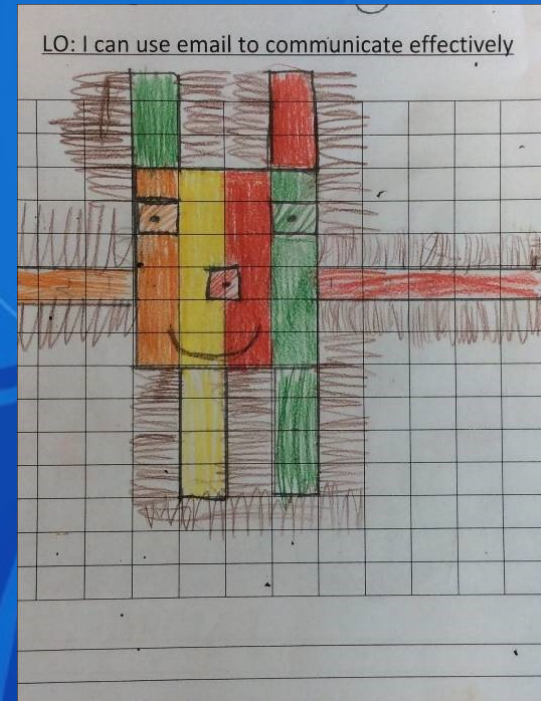
So, we reviewed our descriptions to see if we could communicate more clearly.
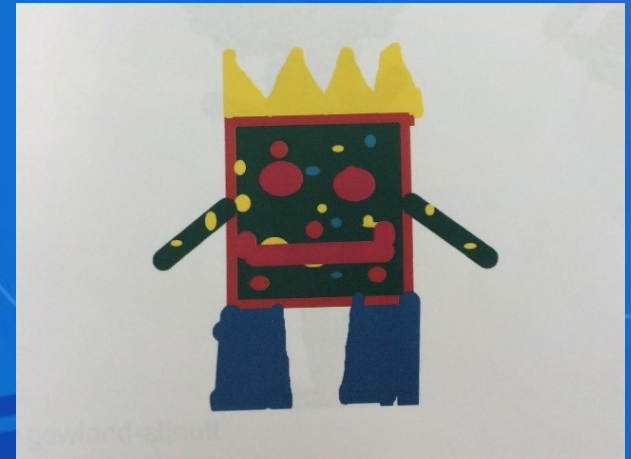
Although our two schools were both local, there is little reason why our partner school couldn't have been in another country, giving us a golden opportunity to learn about our new friends' locality and way of life.

Curriculum coverage:
Computing – use technology respectfully and responsibly
Literacy – instruction writing
Geography – find out about a different locality

Connect:

Skype projects

Our Modern Foreign Language teacher linked up with a French school via Skype. Over a period of lessons, the two schools learnt and sung songs in each other's language.

Then they found out about each other using questioning from previous learning.

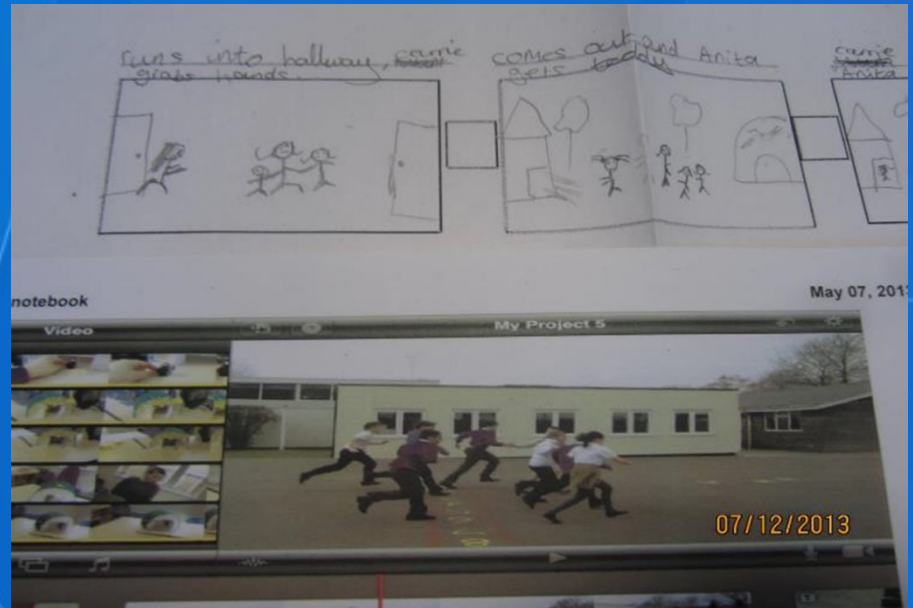## Curriculum coverage:
MFL – engage in conversation
Geography – find out about a different locality

Be active

Be Active:

I movie

Year 5 used I Movie to plan, write and create a short film inspired by their Blitz history topic.

Our students used the school playground to run for cover when the sirens wailed!

Curriculum coverage:
Literacy – play scripts/historical settings
Computing – create digital content

Be active:

QR Treasure Hunt

Year 2 used a free QR reader to scan outdoor poetry clues which directed them to the next location.

Gazebo

Our children had to read, solve and photograph the location before running to find the next hidden code.
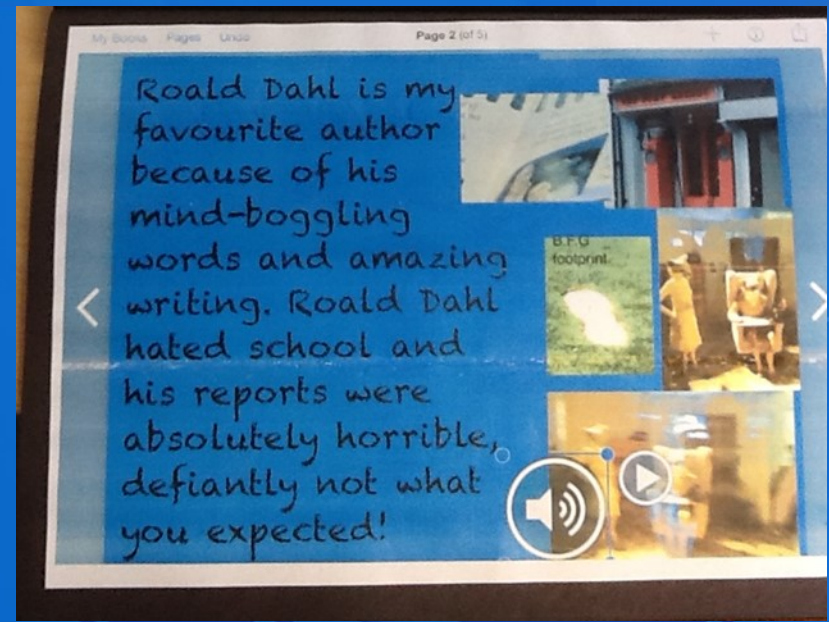
Curriculum coverage:
Literacy – read and solve riddles and poems
Computing – use technology to retrieve digital content

Be active:

Book Creator on school trips

We sent a limited number of I Pads with safety grip cases on school trips. This provided us with a way to merge technology with getting out and about.

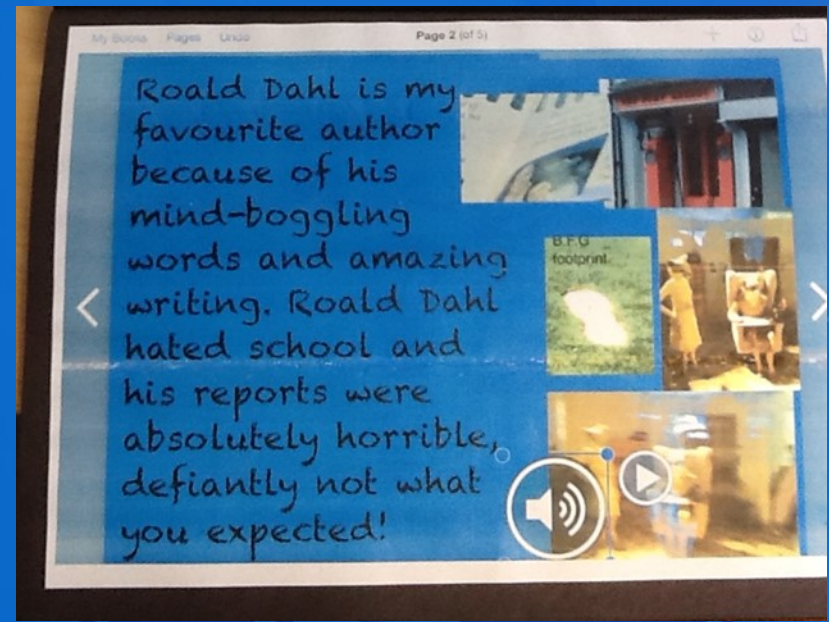We let the groups take turns evidencing the trip.

On the return journey, the children would use Book Creator to make an E Book of the event.

Back at school we would copy the images onto our school network, so our students could use them in their school trip recount writing.

Curriculum coverage:
Literacy – recount writing
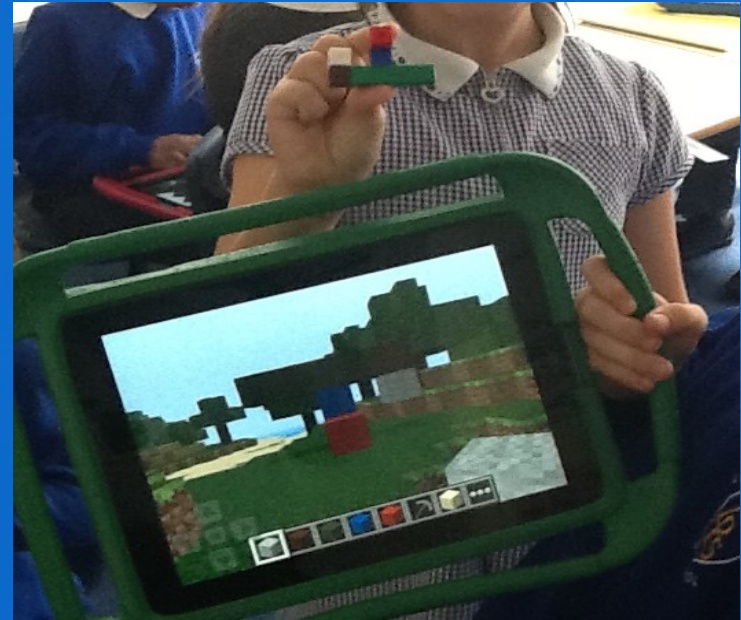Computing – create digital content

Be creative:

Minecraft/Exploration

Using much loved games to investigate aspects of the curriculum proved very popular.

Exploring three dimensional shapes in the physical word, then the digital world, developed an understanding of shape and space.

Curriculum coverage:
Numeracy – explore three dimensional shapes
Computing – creating digital content

Be creative:

Epic citadel

Year 2 generated ideas and vocabulary using a free simulation app, Epic Citadel.

We would encourage students to describe the environment as they roamed the medieval fortress. These ideas were then used as a basis for writing a fantasy setting.
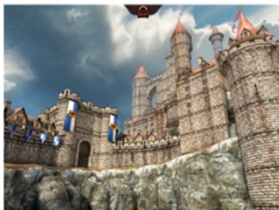
Curriculum coverage:
Literacy – fantasy writing
Computing – use technology purposefully to create

Monday 9th March, 2015

Can I explore a simulation to support my fantasy story writing?

On the rocky clifftop stood the mighty citadel. The lonely towers and turrets reached into the gloomy, cloudy skies. There was not a sound from the dark streets within, as silent as a shadow.

As here lived the powerful Sun Dragon, a mysterious creature as dangerous as a blazing fire.

Be creative:

Scratch Jr

A free app like Scratch Jr provides a great creative, cross-curricular opportunity.

As well as learning how to program characters, adding multiple scenes gave our students the ability to recreate the structure of a story.
This consolidated the story structure work we were developing through Pie Corbett's Talk for Writing.

Curriculum coverage:

Computing – design, write and debug programs
Literacy – narrative structure
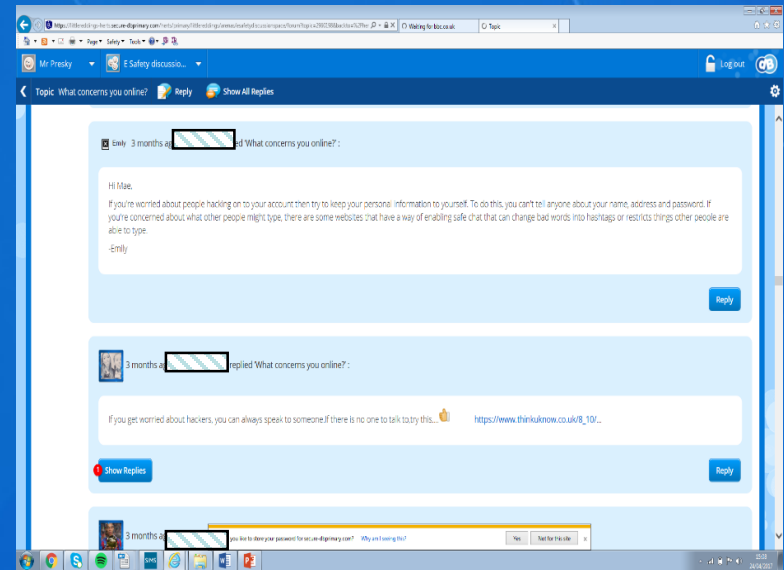
Give to others:

VLE advice forums

Using our school's Virtual Learning Environment (VLE), we encouraged younger students to post their online concerns within a safe discussion forum.

Year 6 then responded to their concerns with practical advice.

Curriculum coverage:
Computing – use technology safely and respectfully
PSHE – play an active role as digital citizens

Give to others:

VLE advice videos (I Movie)

This ideas was then extended to help our students learn and support each other, addressing common online issues through video.

Click the image in presentation mode to share an example vlog raising awareness of app age ratings.

Curriculum coverage:
Computing – use technology safely and respectfully
PSHE – play an active role as digital citizens
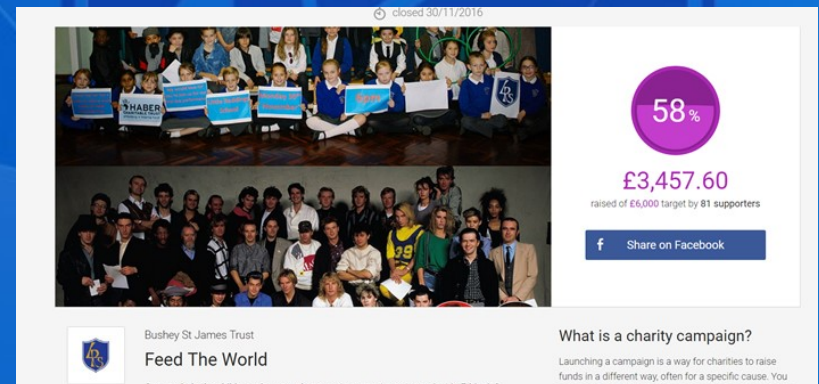
Give to others:

Feed the World project

A whole unit of work was dedicated to fund raising for international causes.

Our students recreated the charity hit, 'Do they know it's Christmas time?,' to raise money for our international link school in Zambia.

Little Reddings School - Do They Know It's Christmastime?
7,367 views
168 | 23
Little Reddings
Published on Nov 30, 2015
SUBSCRIBE 33

closed 30/11/2016

58%
£3,457.60
raised of £6,000 target by 81 supporters
Share on Facebook

Bushey St James Trust
Feed The World

What is a charity campaign?

Copy this link into YouTube to view their song.
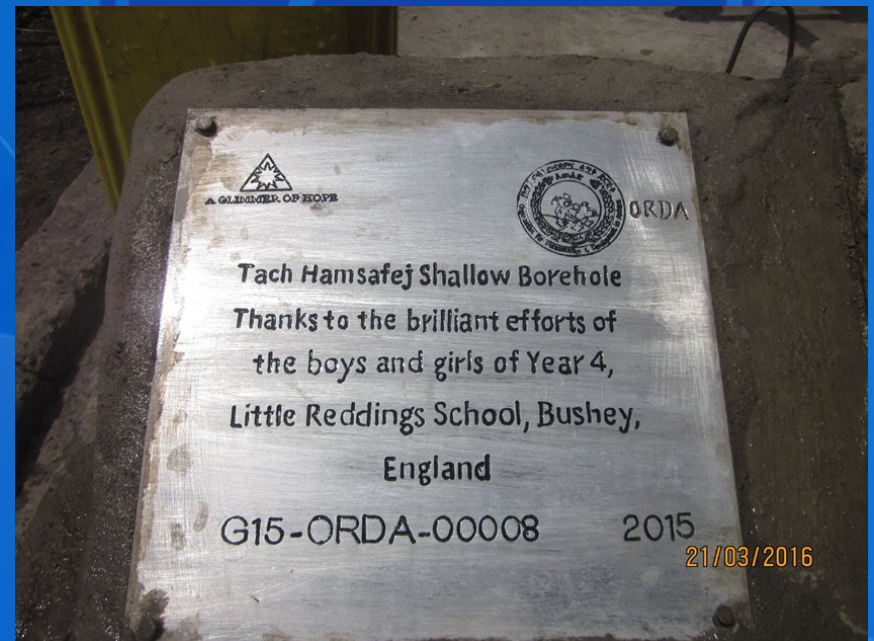https://www.youtube.com/watch?v=SKnOfU1T7Qk

Give to others:

Feed the World project

A charity donation page generated £3,457.60 from our local community, which was then used to build a remote well in a Zambian village.
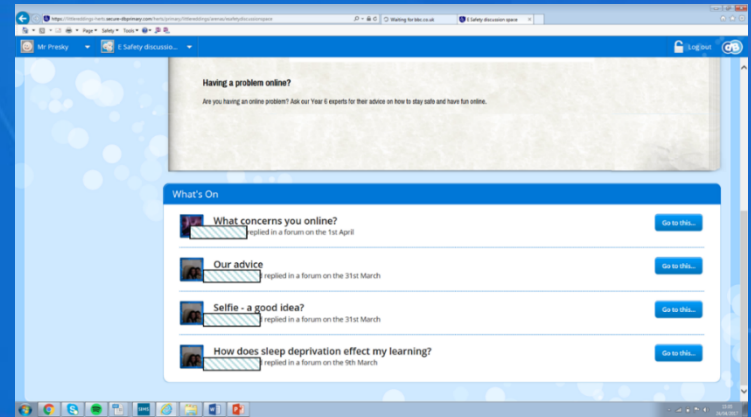
We were all very proud of ourselves!

Curriculum coverage:
Various!

A GLIMMER OF HOPE

ORDA

Tach Hamsafej Shallow Borehole
Thanks to the brilliant efforts of
the boys and girls of Year 4,
Little Reddings School, Bushey,
England
G15-ORDA-00008   2015

21/03/2016

Be mindful:

VLE discussion forum

Further safe online discussion spaces where created to stimulate discussion around digital PSHE concerns.

This VLE discussion area encouraged students to consider if excessive 'Selfie' taking was a positive or negative idea.

Curriculum coverage:
Computing – use technology safely and respectfully
PSHE – play an active role as digital citizens

Be mindful:

CEOP – Play Like Share

Don't forget amazing video stimulus, produced from the likes of CEOP!

This link to Episode one of the 'Play Like Share' video was incredibly popular with our Upper Key Stage 2 students. It generated powerful self-reflective discussion around a variety of online issues.

Curriculum coverage:
PSHE – develop a healthy, safer lifestyle
PSHE – develop good relationships