Start With A BANG!
I.C.T.

Sue Cowley shares four ways to put pupils in a positive frame of mind for learning…

KS1 — 1. Find the key

Help your children find their way around a keyboard by playing some fast paced games to start your ICT lesson. Here are a couple of suggestions.

- Where's the key? – Divide the class into groups and sit each group at a computer. Show the class a card with a letter or symbol from the keyboard. The first group to find that key earns a point.
- Exploded keyboard – Give each group a set of cards, one for each key on the keyboard. If possible, give each group an old keyboard to use for reference. Alternatively, pull up an image of a keyboard on your whiteboard (see www.seoconsultants.com/windows/keyboard). When you say 'go', the pupils must rearrange the keys in the right order.

KS1 — 2. Cut and paste

Use this starter to demonstrate what the term 'cut and paste' means and how it is useful to be able to do this on a computer.

- Divide the class into groups. Give each group a sentence from a simple fairy tale, with the words jumbled up. For instance: 'time a upon once princess a was there.'
- Give each group a pair of scissors, a glue stick and a blank piece of paper.
- Working together, they must 'cut' and 'paste' the words into the correct order.
- When the groups have finished, go around the class reading out the story.
- Now use your interactive whiteboard to show the children how you can use the same technique in a word processing document.
- Talk with the children about which approach was quicker.
- Point out the 'cut' and 'paste' symbols – how do these relate to scissors and glue?

KS2 — 3. Human keyboard

You'll need a bit of open space for this fun, movement based activity.

- Make large alphabet cards – one for each letter.
- Hand out one card to each of your pupils.
- Pull up an image of a computer keyboard on your whiteboard – you can find one here: www.seoconsultants.com/windows/keyboard/.
- Tell the pupils to look carefully to see where 'their' letter is on the keyboard.
  - When you say 'go', the pupils must arrange themselves into lines, in the same letter order as on a computer keyboard.
- If you have more than 26 pupils, the extra children could be put in charge of arranging the human keyboard.

KS2 — 4. ICT washing line

Whilst some of these objects will be familiar to you, to your pupils they will look like antiques!

- Find lots of different pictures of ICT equipment, some modern, some from the last century.
- Go for objects that have changed a great deal – the first mobile phone, an early computer – as well as some very recent technologies.
- Put up a 'washing line' across your classroom – one end is 'old', the other end is 'new'. You will also need some pegs.
- Ask for volunteers to come to the front of the room and pick out a picture. Then, with the help of the other pupils, they must decide where on the old to new spectrum this ICT object goes.