

e-Update November 2008

Welcome to the 44th edition of e-Update, the monthly electronic bulletin from the Buckinghamshire ICT Curriculum Support Team.

The purpose of this bulletin is to keep you informed with the latest developments in ICT.

The information in e-Update has been taken from Becta and other information sources. Details on how to subscribe to these can be found at the end of e-Update.

For information on how to subscribe to/ unsubscribe from e-Update, please see the section towards the end of e-Update.

e-Update can also be found on the Buckinghamshire ICT Curriculum Support Team's website at <http://www.bucksict.org.uk/e-update/> and on the Buckinghamshire Grid for Learning website at <http://www.bucksgfl.org.uk/resources/course/view.php?id=126>.

If you have any comments on e-Update, please send them to adickson@buckscc.gov.uk.

Jaguar Cars Maths in Motion Challenge 2008/9 in Buckinghamshire

Andy Dickson, ICT Consultant

The Jaguar Cars Maths in Motion Challenge has now become well established in the calendars of many schools across the UK as a way of engaging children of all ages in an exciting and motivating mathematics based project that is suitable for all ages from 10 upwards.

The Challenge is based on Cambridgeshire Software House's 'Cars Maths in Motion' software and is sponsored by Jaguar, the Specialist Schools Trust, Cambridgeshire Software House, iDesk, Quizdom, Rapid, Alta, Swallow Systems, Rewards4Schools and Wildern School.

The Challenge involves students, aged 10 to 16, working together in small teams to try and set up a race between virtual Grand Prix cars using tried and tested motor racing simulation software. The work needed to do this can be undertaken in a series of maths lessons or as part of a maths club activity - it's up to you! Both boys and girls will become involved in the delights of long division, long multiplication, percentages, scale, the measuring of angles with protractors, ratio and a whole lot more besides. A full list of what is covered can be found on the Challenge website <http://www.mathschallenge.org.uk>.

The aim of the Challenge is to help raise standards of achievement in mathematics in all schools and to demonstrate that mathematics is not only a useful skill to have but one that can be fun and stand students in good stead throughout life.

The 2008/09 Challenge is open to any school in either the State or Independent sectors. There are three age ranges in the 2008/09 Challenge:

Age Range 1: Any child of Primary School age.

Age Range 2: Any child in years 7, 8 and 9.

Age Range 3: Any child in years 10 and 11.

The Challenge is run through a national network of Lead Centres. The ICT Curriculum Support Team is the Lead Centre for Buckinghamshire Schools.

Each participating school, whether Primary or Secondary, will run a series of internal races to find its own winner who will take part in a Buckinghamshire knockout round in March 2009. Schools that make it through the knockout round will meet in April 2009 for the Buckinghamshire Final. The Buckinghamshire primary, KS3 and KS4 winners will then race with other LAA winners in the national semi-final knockout round to determine which schools are invited to take part in the National Final in June 2009.

A leaflet with information on the Maths Challenge including pricing and an order form for the Cars: Maths in Motion software is available here:

<http://www.bucksict.org.uk/Teacher%20Resources/CarsMIM.htm>

<http://www.bucksgfl.org.uk/resources/course/view.php?id=127>

Any Buckinghamshire schools who would like to be involved in the Maths Challenge should contact Andy Dickson, tel. 01296 334994, email adickson@buckscc.gov.uk.

The BucksGfL Learning Portal and electronic school to home communication

Mike Woods, ICT Adviser

The recently announced DCSF 'On Line' or 'Real Time Reporting' initiative requires parents to have secure, online access to information on their child's progress, achievement, attendance, behaviour and special educational needs, when and from where they please. This requirement has to be achieved by 2010 in secondary schools and 2012 in primary schools.

However, it has been brought to my attention that several Buckinghamshire schools have recently been targeted in a somewhat aggressive marketing campaign by a company selling an 'electronic school to home communication system' using the DCSF 'Real Time Reporting' requirements as the rationale for purchasing their system.

I would like to take this opportunity to reassure all schools that are part of the BucksGfL broadband network that we will be providing you with a comprehensive system that more than complies with the DCSF requirements before the deadlines and at no extra cost to you in addition to your normal BucksGfL subscription.

Amongst other features, the system – known as the BucksGfL Learning Portal (or BLP) is designed to provide schools with an online 'Portal' through which users will be able to access their Moodle VLE and an on-line E-portfolio space we are providing for each pupil. BLP will also allow teachers and parents to communicate with each other and access information (normally held within SIMS) about learners.

The project has just entered the pilot phase involving 25 primary and secondary schools and is planned to roll out to all schools within BucksGfL by 2010. More information can be found on <http://www.bucksgfl.org.uk> on the ict/broadband page.

If you have any questions about the project please do not hesitate to contact me by email at: mawoods@buckscc.gov.uk or by telephone on 0794 123 9537.

Ictopus – October & November's Lessons2go

Ictopus

Ictopus (ICT online primary user support) is a support service for primary education. Anyone can sign up for the service (free of charge) and will then receive each week a six page printable magazine and a set of activity suggestions. There will also be a regular newsletter or e-bulletin. These resources (and more) will be archived on the ictopus website <http://www.ictopus.org.uk> where there will also be access to classroom activities and a variety of other resources and projects. Ictopus builds on the Becta Direct2U service and also the legacy of MAPE (Micros and Primary Education).

Login first, then access the activities via Resources and lessons2go.

8th October 2008

The next two weeks' lessons both contain seasonal activities, so do look at them now to see if you can adapt them for use in the next couple of weeks.

This week they have activities for the following age groups:

Age 5 to 6: Art and Design, Firework celebrations

Age 7 to 8: English, The Magic Box

Age 9 to 10: Science, Phases of the moon

15th October 2008

The topical lesson for ages 6 to 7 contains ideas which could easily be adapted for other ages and is particularly relevant at this time of year. This week's activities contain a bumper crop of support resources, which have been zipped for your convenience.

This week they have activities for the following age groups:

Age 3 to 5: Making acorn faces

Age 6 to 7: History, Remembering

Age 8 to 9: Maths, Magic Squares

Age 10 to 11: Geography, Rivers vocabulary

22nd October 2008

The next batch of lessons2go is now available. Included as part of the citizenship activity is a section on mind mapping. This uses an online utility which could be used in many contexts. It is worth trying it out and seeing what potential it has for teaching and learning. Both the websites used in the citizenship lesson were highlighted in the ictopus blog. The blog is regularly updated with new links and details of current ICT issues. This week they have activities for the following age groups:

Age 5 to 6: English, Classroom Labels and Captions

Children will use a word processor and printer to produce simple labels and captions for use around the classroom.

Age 7 to 8: Science, Shadows

As part of an exploration of light and shadows, children use the computer microscope to investigate what happens when objects are lit from the back and the front.

Age 9 to 10: Citizenship, Mapping our future

In this lesson the pupils think about what their hopes are for the future. They consider what things are important to them and how they can and cannot control what happens to them.

5th November 2008

The Design and Technology offering on Lifting Boats is a bumper pack of two lessons. It makes use of the super images of the Falkirk Wheel in the ictopus Picture Gallery.

This week they have activities for the following age groups:

Age 3 to 5: Interactive counting songs

This website provides a fun stimulus for work on numbers to five or ten. Visual clues alongside the songs make it fun. The children can take part in a variety of ways.

Age 6 to 7: Music, Rain, Rain

Online lyrics and music are used as a starting point for the theme of rain in a unit of work on composing.

Using music online can help singing when the teacher is not able to play a musical accompaniment.

Age 8 to 9: English, Collecting and Scaling Words

Children collect words (mostly verbs, adjectives and adverbs) and arrange them in order of relative intensity. After the initial session this activity is best done over a period of time, perhaps for a few minutes each day.

Age 10 to 11: Design and Technology, Lifting boats

This pair of lessons is about lifting boats. The first uses an online application called Locks. The second lesson looks at a most modern solution to lifting boats, the Falkirk Wheel, and asks children to design their own solution.

12th November 2008

This is a colourful batch of lessons. Do have a go at transporting the elephant yourself if you've not dipped into this activity yet. It's great fun; one of those activities where the children are often better than the adults!

This week they have activities for the following age groups:

Age 5 to 6: Maths, Elephant Rescue

This lesson is about sequencing, control and modelling. The children have to rescue an elephant and transport it to a new resort. This lesson uses the Jumbo program from the ictopus website. The lesson and supporting sheet are zipped for your convenience.

Age 7 to 8: MFL, Multicoloured alphabet

This is a short activity to help consolidate knowledge of the French alphabet and practise the vocabulary of simple colours by using ICT to create large coloured letters.

Age 9 to 10: Art and Design, Digital surrealism

In this activity children will work in pairs to use digital cameras and object based graphics packages to explore the idea of Surrealist art.

19th November 2008

This week's lessons include a seasonal activity for ages 3-5. This makes use of the pictures on Pictopus. More images have been added to the image gallery. Keep checking as new pictures will be going up all the time. They are especially selected for use in primary education.

Lessons for the next two weeks will be Christmas lessons, uploaded in plenty of time for planning them into your curriculum.

This week they have activities for the following age groups:

Age 3 to 5: Sorting Seasons

This lesson makes use of the Seasons images on Pictopus, the ictopus image gallery. The activity is intended to stimulate discussion and make use of drag and drop for matching. The activity can be adapted for use in any country. Simply select appropriate images and use images taken over a period of time.

Age 6 to 7: English, Alliterative Sentences

Children will create short counting books consisting of alliterative sentences on a common theme.

Age 8 to 9: Geography, Four-figure Coordinates

This activity gives the children an introduction to four-figure coordinates. This is the natural progression from letter number coordinates. The children practise the skill in an uncomplicated situation before moving on to use their skills on real maps. These files are zipped for your convenience.

Age 10 to 11: Science, Changing Circuits

Children use a computer simulation program to explore and change electrical circuits. The activity uses a simulation that is freely available on-line: Yenka Basic Circuits - a piece of software that can be downloaded free from the Internet. The program provides on-screen tools which allow pupils to select basic pieces of virtual electrical equipment and connect these together in a circuit.

26th November 2008

These are all of a seasonal nature, being based either on winter or Christmas.

This week they have activities for the following age groups:

Age 3-5: Build Your Own Nativity Scene

This activity can be used to familiarise the children with the story of the nativity. It is especially useful if they are going to be acting out the nativity as a performance. It involves drag and drop and matching skills.

Age 5 to 6: Letter-number Coordinates

This activity makes use of the hyperlink facility in PowerPoint to make a self-correcting, interactive letter/number coordinate activity. This can be adapted to fit in with any topic. Although the skill will be used in map activities, for this exercise it does not need to look like a map.

Age 6-7: The Postman's Round

In this activity the children will work in groups to decorate a floor robot as a postman (or Santa) and program it to deliver letters or parcels to houses on a floor plan.

Age 8 to 9: Making Snowflakes

This activity is about using the principles of symmetry to make a range of decorative snowflakes. These files have been zipped for your convenience.

Age 9 to 10: Christmas Angel Origami

This activity is an introduction to origami, with the children making a Christmas angel. A website is used to obtain the template and the instructions to make an angel. (This activity could be broadened to include some geography work on Japan and its culture if desired.)

Age 10-11: Illustrating the Nativity Story for Younger Children

In this lesson children will combine text, images and sounds to recreate the story of the nativity. This activity can be used with the QCA ICT scheme of work unit 6A Multimedia Presentation.

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4. In the Course Categories section on the main page, click on **ICT**, then click on **e-Update**.
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6. Visit the BucksGfL website <http://www.bucksgfl.org.uk>.

7. Click on the **Login** link in the top right corner.
 8. Login using your BucksGfL username and password (your BucksGfL username is the first part of your BucksGfL email address i.e. the bit before the @. Your password is the same as for your email).
 9. In the Course Categories section on the main page, click on **ICT**, then click on **e-Update**.
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