

Why Use Technology in the Classroom?

- ★ Excites
- ★ Motivates
- ★ Inspires
- ★ Develops perseverance
- ★ Promotes problem-solving
- ★ Fosters resilience



Quiver Vision



ChatterKid

- ★ Free app which allows you to make a photograph talk
- ★ **Take** a photo of an object
- ★ **Draw** a line on the image to make a 'mouth'
- ★ **Record** what you want it to say
- ★ You can export your film or just play it within the app

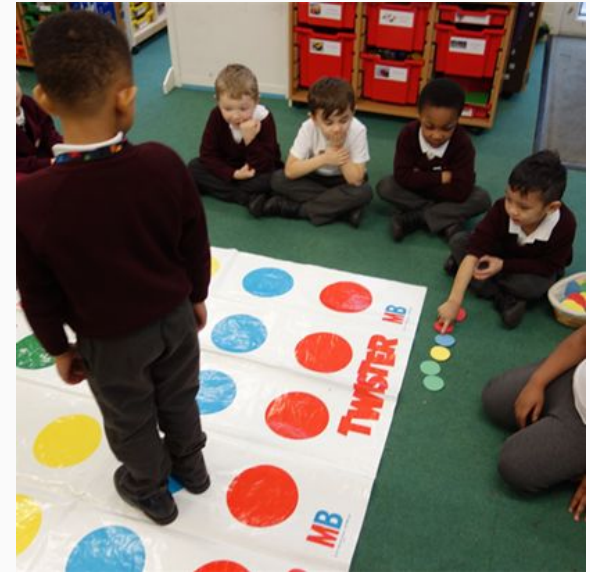


A whole day of investigation and exploration followed...

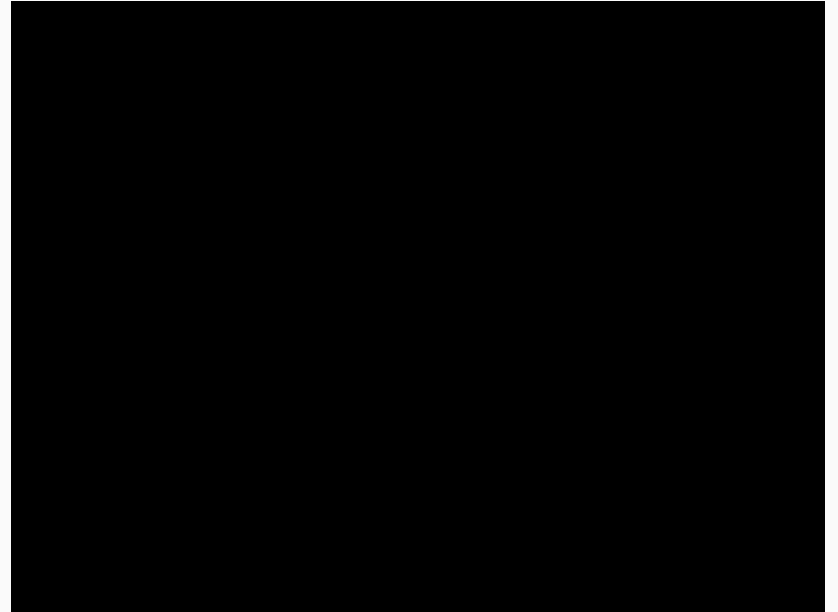


Start coding with unplugged activities

- ★ One instruction at a time
- ★ Then 3 or 4
- ★ Then the whole sequence
- ★ After a group time let them play with it



Moving on to Beebots



Cubetto



- ★ Quite expensive, but only need 1
- ★ Code with physical plastic blocks
- ★ Moves slowly so they can follow the code
- ★ Easy to spot bugs/errors
- ★ Can dress it up!





Remote controlled cars



Sphero



Linked to storytelling to develop that idea of a sequence and giving instructions.



Code-a-pillar



Great for doing 'The Hungry Caterpillar', but also a whole lot more.

Ozobot

<https://vimeo.com/398177753/938db66a70>

