

Can I switch it on?



- technology in the home
- technology at school
- electrical toys and games
- communication

Recharge your batteries, plug in your brain power and switch on your senses; it's time to tune in and turn on to technology.

Towards the end of this half term, we'll make a Skype call to one of the other classes in school, harnessing the power of technology to ask and answer questions on screen. Throughout the project, we'll use a wide variety of equipment. Digital cameras will help us to record the beauty of our local environment, computers and tablets will be used to record audio stories, and we'll also use a keyboard, mouse and PC to write and draw. We'll use a variety of software and explore paint packages to create Jackson Pollock-style pictures. Our programming skills will improve when we use commands to move robots around the floor, and we'll use tablets to scan QR codes to inspire our building work. Using data loggers, we'll also collect and monitor data, including noise and temperature, and compare technology from the past to the technology we have today.

At the end of the project, we'll read storybooks that will help us to understand e-safety messages and remind us that it is sometimes important to switch off technology and have fun with our friends and families.

Help your child prepare for their project

Technology is all around us. Why not have a technology hunt at home? Take pictures of electrical objects that entertain, help people to communicate, or help to save time, and share them at school. Alternatively, have a technology-free day. Switch off phones and TVs, leave computers unplugged and cook without a microwave. Will you survive?

