

Pembrokeshire Outdoor Schools

DIGITAL COMPETENCY OUTDOORS

Location: PDCS Learning Objective: To locate Pokémon using directions	NC Year Group: 3 Lesson Number: 1
Strand: Producing Element: Creating Year 4: create and edit multimedia components in one or more languages, organise a range of text, image, sound, animation and video for selected purposes. Year 3: create and edit multimedia components in order to develop text, image, sound, animation and video for a range of tasks in one or more languages. Year 2: select appropriate software to complete given tasks in order to use text, image, sound, animation and video.	
Child Friendly Heading – Pokemon Hunt	
Success Criteria: <ul style="list-style-type: none">• Use the Pokémon app to locate the characters• Calculate the distance travelled• Calculate the distance travelled. Ext. between each Pokémon• Create a document of each Pokémon caught with a simple description of location.	
What to Do: Before lesson using the website drop Pokémon characters around your area (school field). Working in small mixed ability groups 2 iPads per group. Open the Pokémon app, GPS Log and on one iPad and on the other a compass. Activity 1: In groups walk around the field trying to locate different Pokémon. Children to discuss the direction in which they are travelling. When a Pokémon has been located take a screen shot first and then try and catch the Pokémon. Flag your Pokémon on GPS Log and upload your photo. Continue to search for Pokémon. Activity 2: Create a document (using an app of choice) to insert an image of the Pokémon and the location using the 4 compass points (8 compass points).	
Resources: iPad, map of school	

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<p>Location: PDCS Learning Objective: Create a set of instructions</p>	<p>NC Year Group: 3 Lesson Number: 2</p>
<p>Strand: Producing Element: Creating</p> <p>Year 4: create and edit multimedia components in one or more languages, organise a range of text, image, sound, animation and video for selected purposes.</p> <p>Year 3: create and edit multimedia components in order to develop text, image, sound, animation and video for a range of tasks in one or more languages.</p> <p>Year 2: select appropriate software to complete given tasks in order to use text, image, sound, animation and video.</p>	
<p>Child Friendly Heading – Creating Instructions for Pokémon Go</p>	
<p>Success Criteria:</p> <ul style="list-style-type: none"> ● Use knowledge of playing Pokémon Go ● Create a title for your instructions ● Use sub-heading for the different sections ● Use time connectives ● Use adverbs to tell them how to do something 	
<p>What to Do: G1- Independent, G2 – Pairs, G3 – small groups, G4 – whole group</p> <p>Activity 1: As a class discuss the previous and the rules and objectives for playing Pokemon Go.</p> <p>Activity 2: Create a simple set of instructions as a class discussing the features of instructions and the layout.</p> <p>Activity 3: In your groups create a set of instructions for playing the Pokémon Game.</p> <p>Activity 4: Show examples of work and test instructions.</p>	
<p>Resources: iPad</p>	

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<p>Location: PDCS Learning Objective: Create a Pokémon with a description</p>	<p>NC Year Group: 3 Lesson Number: 3</p>
<p>Strand: Producing Element: Creating</p> <p>Year 4: create and edit multimedia components in one or more languages organise a range of text, image, sound, animation and video for selected purposes.</p> <p>Year 3: create and edit multimedia components in order to develop text, image, sound, animation and video for a range of tasks in one or more languages.</p> <p>Year 2: select appropriate software to complete given tasks in order to use text, image, sound, animation and video.</p>	
<p>Child Friendly Heading – Creating your Pokémon Characters</p>	
<p>Success Criteria:</p> <ul style="list-style-type: none"> • Use knowledge of Pokémon Characters • Create a character with a relevant name and describe • Create a points system for your character e.g. health, strength, power, evolution, speed. • Take a photo of your character and description. • Create QR code. 	
<p>What to Do: Mixed ability groups (Co-operative Learning)</p> <p>Activity 1: In mixed ability groups draw and create characters (using ICT or paper).</p> <p>Activity 2: As a group discuss each person's character and the different features each character could have and create a description with a points system.</p> <p>Activity 3: Take a photo of each character and create QR code.</p> <p>Activity 4: Upload QR codes to Hwb ready to print.</p>	
<p>Resources: iPad, paper, Hwb passwords.</p>	

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<p>Location: PDCS Learning Objective: Setting up your game.</p>	<p>NC Year Group: 3 Lesson Number: 4</p>
<p>Strand: Producing Element: Creating</p> <p>Year 4: create and edit multimedia components in one or more languages, organise a range of text, image, sound, animation and video for selected purposes.</p> <p>Year 3: create and edit multimedia components in order to develop text, image, sound, animation and video for a range of tasks in one or more languages.</p> <p>Year 2: select appropriate software to complete given tasks in order to use text, image, sound, animation and video.</p>	
<p>Child Friendly Heading – Setting up and playing your game</p>	
<p>Success Criteria:</p> <ul style="list-style-type: none"> • Use knowledge of Pokémon Go Game • Using a map of the school grounds mark where you will place your QR Codes • Using compass points give clues to find the next Pokémon • Set up your game and test 	
<p>What to Do: Mixed ability groups (Co-operative Learning)</p> <p>Activity 1: In mixed ability groups decide where you will place your QR code Pokémon using a map of the allocated area.</p> <p>Activity 2: As a group create clues using the 4 compass points (Ext. 8 compass points) to find the next Pokémon.</p> <p>Activity 3: Set up your game and test.</p> <p>Activity 4: Give another group the first clue and play the games taking screenshots of each Pokémon QR code.</p>	
<p>Resources: iPad/compass.</p>	

