

Pembrokeshire Outdoor Schools

DIGITAL COMPETENCY OUTDOORS

Location: Lamphey Village Learning Objective: modelling and coding	NC Year Group: 1 Lesson Number: 1- 3
Strand: interacting and collaborating, producing, data and computational thinking	
Element: collaboration, creating, problem solving and modelling	
Child Friendly Heading: Spring Walk	
Success Criteria: problem solving and modelling – following a route	
What to do: Take the children on a village walk. Give each group an ipad. Each group will be given a task: <ul style="list-style-type: none">• Follow a route on viewfinder, flag points of interest• Use a pedometer to calculate number of steps• Take photos of points of interest/landmarks• Use app 'garden answers plant identification' to identify spring flowers Follow up work in the classroom. <ul style="list-style-type: none">• Saving and printing photographs• Setting up a route of the village – making roads 1 step – 1cm• Programming a bee-bot from one area of the village to another (coding)• Physical modelling – create a sequence of instructions to direct peers from one place to another using numbers of steps and directions.• Using HWB – Jit. Upload a village map onto turtle and create a sprite. Direct the sprite to points of interest.• Set up a PowerPoint on Spring – use app results to name flowers. Create a multi-media presentation using video/voice over. Use google to cut and paste images.	

- **Branch – sort flowers into groups, using one or more criteria, giving reasons for their groupings**

Resources:

Ipads

Apps – Garden flower identification, viewfinder, strava, pedometer

Bee-bot

