

Roamer maps –Year 1

Software - Resources

Roamers, squared paper, pencils, rulers.

Context

The teacher wanted to introduce the children to the roamer whilst incorporating some Maths work such as left, right and ninety degree turn.

Organisation

Whole class discussion and story work. Paired activity at the computer.

Activity

The children made up an imaginary story about hidden treasure. They then drew story maps with drawings of the various features of the story showing the route to the hidden treasure. Next, they listed the commands required to direct the roamer around this route. They then typed the instructions into a word processor and changed the font colour and size. While some children were working on the computer, others were writing their stories onto paper. The teacher then made a file of various clip art images which would be relevant to characters and landmarks in the children's' stories. The children browsed through them and printed them off independently. Next, they stuck the images onto 10 cm squared card to put out on the floor to direct the roamer around their story map.

Conclusion – Extension work

The children, during this activity, were able to cover the concepts of right, left and right angles and experiment with using them. Many other aspects of the curriculum were also brought in such as language and geography. An extension could be for the children to draw their maps on an art package such as *Dazzle*. The children could also word process their stories.

Curriculum links

Maths- Shape, space and measure. Describe positions, using common words. Understand angle as a measure of turn and recognise quarter turns and half turns.

Englis h- Oracy 1 Pupils should talk for a range of purposes including telling stories both real and imagined. Use talk to develop their thinking by exploring, developing and clarifying ideas predicting outcomes and discussing possibilities. 2 Consider how talk is influenced by the purpose and by the intended audience including working in groups of different sizes. **Writing** 1 Understand the value of writing as a means of remembering, communicating, organizing and developing ideas and information, and as a source of enjoyment. 2 Write in response to a variety of stimuli. 3 Plan and review their writing, assembling and developing their ideas on paper, using ICT as appropriate. **Skills** 1 Write independently on subjects that are of interest to them. 2 Organize and present their work in different ways using ICT where appropriate.

ICT curriculum link

Communicating and handling information - generate and communicate their ideas in different forms.

Modelling - Use ICT based models or simulations to try things out and explore aspects of real and imaginary situations.

Teacher comments

The teacher felt this was an excellent way to introduce roamer work within a context. She was pleased with how much of the curriculum could be incorporated but felt it would have been easier with more than roamer.