

Roamer visits the shops – Reception

Software - Resources

Roamer turtle, paper, pencils and a pre-constructed 'row of shops'.

Context

The children's topic for the term was food and they had been to the local shops for a visit. This theme was used to introduce the children to the roamer whilst incorporating some Maths work on position and movement including the associated language it was felt appropriate to Reception age children.

Organisation

The teacher demonstrated to the class, firstly letting individual children help. They then worked in pairs to experiment with the commands and 'visit' the shops. Set tasks were then set and commands simply written if possible.

Activity

Children were shown the forward and backwards commands and they experimented in getting the roamer to visit a shop adjusting the distance when necessary. They were asked to go the shop to buy some bread or to buy some meat so they had to know which shop type they wanted to visit to develop language. They then moved onto the right and left turns entering 90 for a quarter turn. They were asked to then go to two shops to buy e.g. some fruit and some bread which then involved the quarter turns right or left. The more able attempted to record their route.

Conclusion – Extension work

Record accurately and re-program turtle with the whole route. Include a greater number of shops to visit.

Curriculum links

Maths. Shape, space and measure.

Describe positions, using common words.

Understand angle as a measure of turn and recognise quarter turns, half turns and full turns.

Geography. Geographical Enquiry and Skills.

Observe and collect information in the field eg look at and record different shops.

Follow directions and estimate distances, eg. Using such terms as left, right, forward, back, near.

English. Language Development

Extend their vocabulary through activities that encourage their interest in words.

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

A fun way of learning about the roamer that fitted in with our visit to the shops for Geography. Involved lots of discussion.