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## Computers 4 Kids

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### Overview

Computers 4 Kids is an extensive resource that integrates ICT across the curriculum, providing excellent coverage of the QCA units. The subjects covered are: English, maths, science, art, geography, design technology and citizenship. It comprises over 300 lessons, each of which includes a detailed lesson plan together with a technical glossary, interactive games, relevant images and age-appropriate internet-based content. The layout is clear and easy-to-use with all lesson content presented on one page. The activities are also superb: very colourful and exciting. Teachers can search for lessons either by the specific learning area or by selecting which software package that they would like to use. When searching by year group, activities below and above that level also appear to help with differentiation of tasks.

The lesson plans are very comprehensive. Each one details the ICT applications that will be used, the subjects covered (with the inclusion of clear links to the National Curriculum and QCA units) and the lesson's objectives and outcomes. This is then followed by a detailed lesson plan, which, for a teacher under-confident about teaching ICT, could almost be followed verbatim until their own confidence is established. The lesson itself is broken down into clear sections: educational game, keyboard/mouse skills, 'tech talk', integrated activity and plenary. The 'tech talk' section of the lesson is designed to familiarise pupils with technical language they will need for the lesson but may not have heard of before. The integrated activity, which makes up the majority of the lesson, is written in excellent detail so that all teachers are equipped to deliver the content. An optional extension to the lesson is also included to build on the teaching of the main lesson. This provides excellent opportunities to extend the learning of more able pupils.

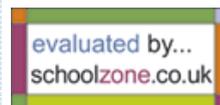
The Computers 4 Kids software is installed on a server and then used together with both paper- and web-based resources. Other pieces of software, which are needed to carry out the activities, are included as part of the package: My World, Inspiration, Spex and Tabs. Computers 4 Kids also incorporates the use of Microsoft Office software, as well as web-based games made by Sherston (a long held favourite of teachers and pupils alike for their creativity and easy-to-use style of navigation).

[Product information on the supplier's site](#)

Written by

**Michele Kett**  
Deputy Head + ICT co-ordinator  
26 Jul 2007

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[Publisher](#)

[Computers 4 Kids](#)

[Subject](#)

Information and Communication Technology

Cross Curricular

[Key Stage](#)

Early Years / Nursery  
Foundation / Reception  
Key Stage 1 / P1 - P2  
Key Stage 2 / P3 - P6

[Product Code](#)

**PRLE-C4K**

[Product Type](#)

**CD, Website,**  
Courseware, Assessment Software, Drill and Practice, Games/Quiz, Text activities, Context rich source

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### Classroom use

#### Context

The software is designed for Years R to 7 and in this trial it was used by all year groups who found the activities very engaging. The pupils' ability levels were wide-ranging, but such is the flexibility of the activities that all could successfully access the learning.

#### Student Response

Pupils of all ages immediately engaged with the activities and games. When a Year 3 class had completed experiments with magnets one day, the work was followed up using the interactive games and magnetism section. This reinforced their learning from the practical lesson. The class also particularly enjoyed 'Wordo' and its maths equivalent 'Numero'. It starts with the pupil working against a time limit and as the pupil becomes more successful, another level is reached. This is a format they may be used to with the more familiar leisure gaming software. Nevertheless, the thrill and anticipation experienced works well when applied in an educational setting.

Year 6 really enjoyed the thought-provoking 'build a car park' section. The ready-made lesson used My World software in an innovative way; it allowed the pupils to develop their thinking and design skills, which they were then able to apply to solve the problem. The extension aspect involved working out the costs of using the car park. There were some great maths resources relating to tessellation and symmetry, which were well-received by the pupils. The tessellation work would make a wonderful display if printed out.

#### Personalisation

The lesson plans are organised in 'volumes'; there is one volume per year group. Searching for lessons within a year group will also return suitable lessons from the volume above and below the one searched. This feature is extremely useful in enabling the teacher to tailor a lesson to the needs of the pupils.

The lessons are designed to capitalise on having great appeal for the visual learner. The designs are colourful and extensive use is made of mind-mapping ideas, sorting data using branch sorts, accessing maps and photographs, story-boarding ideas and using flow charts. The lessons also work well for pupils who have other learning styles.

The pupil self-assessment and peer assessment questionnaires are likely to be useful in helping the teacher to tailor the learning experiences that individual pupils may need.

#### IWB Suitability

There are both pictorial templates and texts, which save preparation time for the teacher and could be ideal for use on the interactive whiteboard. The text template may have nouns misspelt or may need verbs to be replaced. There are icons to denote if activities are suitable for the interactive whiteboard. Teachers can therefore see 'at a glance' which ones will work well on an interactive whiteboard.

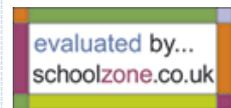
#### Assessment and pupil tracking opportunities

An interesting aspect of this package is the emphasis on pupil self-evaluation and also peer evaluation. A template can be filled out on-line and stored as an electronic file or printed off and completed. The pages are pictorial and can be filled out using words or with happy/sad face icons. The teacher may have to discuss the wording in each section, but pupils would not find them difficult to fill in once the format was explained to them. The printed sheets can provide evidence for different styles of learning.

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Deputy Head + ICT co-ordinator

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Cross Curricular

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**Product Code**

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**Product Type**

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# Content and design

### Design and navigation

The layout and design are very user-friendly and pupils can move from one activity to another with ease. Once in their own year group's section, mini pictures give an indication of how the activity might operate and each is accompanied by a description, in pupil-friendly language, of what they will learn. When pupils have selected an activity other features are also provided. For instance, there are icons for a text or picture template link, a web link, a resource link, pupil self-assessment, peer assessment, a typing activity game link, an interactive game link and a technical dictionary. The 'tech talk' button leads to a glossary of terms used both in ICT generally and in this software. For example 'rapid fire', which is a term used in 'Inspiration', means the user can press enter to create new thought bubbles. This glossary also includes a list of Windows and Linux shortcuts.

### Curriculum coverage

A range of subject areas are covered by this software, including English, maths, science, art, geography, design technology and citizenship. The whole premise of the software is that ICT should be integrated into other subjects. Teachers can record their assessments of pupil performance against ICT skills and/or curriculum coverage. The activities relate to the QCA curriculum and for example, in science there is a section on electricity in Year 6, but there are also web links, which include how to wire a plug, electrical safety advice and an interactive game by Sherston. This type of coverage addresses the learning requirements of the QCA but does so in a fresh-looking and original way. The everyday life applications give the subject material much more relevance for the pupils.

The activities are innovative and often made to simulate real life problem-solving. For example, there is a task for Year 5 involving the making of a seating plan for a theatre. The task uses My World and has the 'suitable for use on Interactive Whiteboard' icon, which is displayed as 'works on whiteboard'. Besides being visual, this kind of activity would be excellent for generating discussion and developing the pupils' speaking and listening skills. Pupils are then given another task: to work out the costings of the chairs and seats and, ultimately, how much profit could be made on putting on a theatre show, using a Microsoft Excel spreadsheet. Design technology teaching steps up a gear with this package, as pupils are asked to design and invent a machine to make a tiresome task easier. The Spex and Tabs software allow them the armchair designer's luxury of amending designs, creating a flow chart with suitable 3D line drawings and perhaps addressing errors before anything was ever built!

This package came from South Africa originally and has been completely rewritten for the UK market. Consequently, only a small amount of history is available at present; there is a topic on World War II in the Year 6 section. More of these resources are currently being compiled so there should be additional material in the future to cover more history topics.

### Planning

There is a web-based area called Teacher's Lounge in which there are facilities such as an events calendar, an area to search for appropriate lesson resources, a place to store lessons already planned and an area to analyse assessments. Teachers can add information to the lessons and if another lesson was to be added, to run on from completion of the first task, then a link can be included. The planned sequence of lessons can be sorted, reordered, with dates if wanted, and then finalised. Finally, there is a very convenient email facility, so that the sequence of planned lessons could be emailed to a head

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teacher or line manager, to keep them fully informed about what is being taught.

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### Publishers Information

#### Computers 4 Kids

C4K is an Information and Communication Technology Company where we specialise in providing a unique Integrated ICT Curriculum Solution for Foundation and Key Stages 1 and 2. Comprising over 380 Modules including extension lessons across 8 Volumes with each lesson measured against QCA and National Curriculum guidelines. We also provide printed Lesson Units (notes) for teachers for each module and an Online Management System for Planning, Assessments and Reporting. What makes our solution so unique? We combine our Integrated ICT Curriculum with tools that address the need for planning, assessing and reporting on pupil progress. Our solution is focused on developing core ICT skills in the ICT Suite by integrating National Curriculum learning areas to create interesting and challenging ICT lessons.



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#### Purchasing information

[www.computers4kids.uk.com](http://www.computers4kids.uk.com)

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