

Support for Learning

“Pupils should be given opportunities to apply and develop their ICT capability through the use of ICT tools to support their learning in subjects”.

(The National Curriculum 2000)

The use of ICT needs to add value to teaching and learning in **Design and Technology**. Identifying “when, when not and how” to use ICT in a way that enhances pupils’ learning has implications for the teacher.

In **Design and Technology** ICT can help pupils to plan, develop and communicate. ICT enables pupils to generate ideas for products, using information from different sources. Pupils can use drawing software, for example, to improve the appearance of their product, and painting software to produce patterns. They can access information as part of their research into other products. Using control software, pupils are able to explore how systems work, for example, an alarm system.

ICT opportunities in the D&T programme of study

During Key Stage 1, pupils begin to think imaginatively and talk about their likes and dislikes when designing and making. They talk about how familiar things work, and draw and model their ideas.

During Key Stage 2, pupils design and make activities for specific purposes, on their own and as part of a team. They plan, and identify what works well and what could be improved.

In extending their understanding, pupils can use software and hardware to:

- develop their creativity and thinking skills
- plan and display their ideas
- refine their work to enhance its quality and accuracy
- try out colour combinations or patterns
- develop and communicate their ideas by drawing, and by using digital photographs and animations
- explore elements of control
- explore the behaviour of electrical circuits
- collect, organise, present and analyse information.

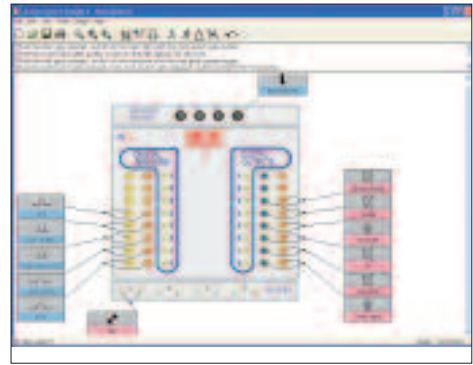


LOGOTRON PRODUCTS FOR D&T

Junior Control Insight

KS2-3 P3-S2

Junior Control Insight enables you to save time and money by utilising computer simulations to deliver control and modelling at Years 5 & 6. The software will work with a wide range of hardware interfaces, but pupils can happily fulfil the QCA Curriculum requirements for control on screen, using the simulation only.



Imagine Logo

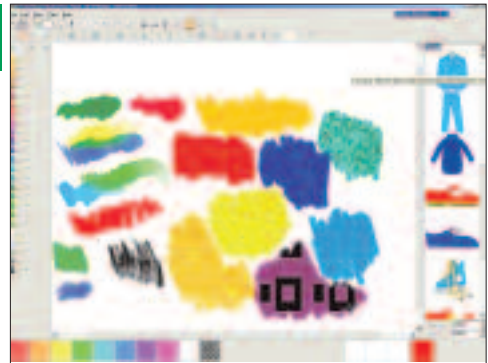
KS1-3 P3-S2

SuperLogo for the 21st century. Imagine Logo provides a programming environment, with embedded multi-media tools, in which pupils can begin to understand and work with the principles of computer programming and control. This is an open-ended environment, in which pupils of all abilities can work within the parameters of their own intellectual and creative potential. Pupils can write programs and save these as stand alone EXE files, or publish them to the web, as interactive web pages.

Revelation Natural Art

KS1-3 P1-S2

Revelation Natural Art is a comprehensive and inspiring graphics application that can be used to explore, develop and express visual ideas. The super-realistic media effects, customisable interface, and even animation tools mean that users of all abilities can create impressive results in minutes.



Thinking with Pictures

KS1-3 P1-P6

Thinking with Pictures is a cross-curricular software package that brings model mapping to the primary classroom. Designed to create interest, sustain concentration, organise information and construct memorable new meaning, irrespective of pupil ability or learning style. It lends itself to D&T in a variety of ways, such as: planning projects, deconstructing designs, presenting design briefs, exploring ideas and understanding the place of Design and Technology in the world around us.

Logotron ICT Tools

KS2-3 P3-S2

Logotron ICT Tools comprises our top five KS2-3 titles (Imagine Logo, Revelation Natural Art, Junior Control Insight, Junior Datalogging Insight, Junior Viewpoint) plus the Logotron School Office, at an unbeatable price. So when you're considering one or more of these programs for D&T, it makes sense to save money on this fully comprehensive coverage of the curriculum at the same time!

