



Strands/ Learning Outcomes The children will be able to...	Activities	Resources (Common Network Resources)	Teacher Comments / Assessment Notes
<p><b>CONTROLLING AND MODELLING</b> 5-14 A "Understand the following words related to movement/direction:</p> <ul style="list-style-type: none"> <li>forwards/backwards</li> <li>up/down</li> </ul> <p>Use Roamer commands: CM, forwards, backwards and GO, giving single-step instructions (one instruction at a time)</p> <p><i>Make a connection between the arrow keys and the position and movement of the cursor on screen Not Roamer !</i></p>	<p>Introductory Roamer 'Go' activities: Preface Roamer activities with simple instructions games</p> <p>Follow Roamer introductory activities, Eg CM CM Forwards 5 GO eg CM CM Backwards 3 GO</p> <p><i>Use the arrow keys to move the cursor about in blocks of text (see Text Handling section) Not Roamer</i></p>	<p>The Roamer GO Game (Like 'Simon Says or Do this..Do that.) "Put finger on nose, GO" "Stand up, GO" Pupils only follow instruction when teacher says GO</p> <p>(W) <a href="http://www.educationict.org.uk/pdf/roamerintroactivities.pdf">http://www.educationict.org.uk/pdf/roamerintroactivities.pdf</a> Activities 1-6 Note – the command cards referred to can be bought from TTS catalogue (W) <a href="http://www.tts-shopping.com">http://www.tts-shopping.com</a></p>	<p><b>P1</b></p>
<p><b>CONTROLLING AND MODELLING</b> 5-14 A "Understand the following words related to movement/direction:</p> <ul style="list-style-type: none"> <li>forwards/backwards</li> <li>left/right</li> <li>up/down</li> </ul> <p>Identify and use Roamer left and right turning arrows correctly</p> <p>Use Roamer commands: CM, forwards, backwards, left, right and GO</p> <p>Put together 2 instructions</p> <p>Record very simple sets of instructions</p>	<p>Introductory Roamer 'Go' activities: Develop simple instructions game from P1 to include quarter turns to left and right. (Pupils roll up left sleeve before starting!)</p> <p>Pupils position themselves behind Roamer when giving turning instructions. Teacher teaches 'secret code' for a quarter turn, ie 90</p> <p>Use Roamer floor mats for simple turning activities Eg CM CM Forwards 4, Right 90, GO</p> <p>CM CM  2  90</p>	<p>The Roamer GO Game "Quarter turn to the right, GO" (Lots of practice!) Ask pupils to predict where they will end up facing if they do, eg quarter turn to the right (W) <a href="http://www.educationict.org.uk/pdf/roamerintroactivities.pdf">http://www.educationict.org.uk/pdf/roamerintroactivities.pdf</a> Activities 7-10</p> <p>These floor mats can be bought from the TTS catalogue (W) <a href="http://www.tts-shopping.com">http://www.tts-shopping.com</a></p>	<p><b>P2</b></p>

<p><b>CONTROLLING AND MODELLING</b> 5-14 B "Move their body from a standing position in different directions...control the movement of a real or virtual object at a basic level."</p> <p>Use Roamer commands: CM, forwards, backwards, left, right, wait and GO</p> <p>Write very simple programs to make the Roamer carry out 2/3 instructions</p>	<p>Introductory Roamer 'Go' activities: Develop simple instructions game from P2 to include series of 3 or 4 instructions, including WAIT</p> <p>Follow the Roamer Introductory Activities</p> <p>This is a 'trial and error' activity, linked with problem solving 'guess, check and improve'. Pupils construct their program first, then try it out and amend if necessary.</p>	<p>The Roamer GO Game "Forward 3, Quarter turn to the right, Wait 3, Clap hands once, GO"</p> <p>(W)<a href="http://www.educationict.org.uk/pdf/roamerintroactivities.pdf">http://www.educationict.org.uk/pdf/roamerintroactivities.pdf</a> Activities 11-16</p> <p>(W)<a href="http://www.tts-shopping.com">http://www.tts-shopping.com</a> Commercially produced Roamer activity workcards and instruction cards (like playing cards) are also available here.</p> <p>Roamer playing cards are useful for laying out a program of instructions. (CTB)Or use the BlankProgGridP34 from the Roamer folder in the Curriculum Topic Bank in the School Shared Area</p>	<p><b>P3</b></p>
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<p><b>CONTROLLING AND MODELLING</b> 5-14 B/C "Understand and use: right 90, left 90. With assistance, use suitable application software to control the movement of a real or virtual object."</p> <p>Use Roamer commands: CM, forwards, backwards, left, right, wait and GO</p> <p>Write very simple programs to make the Roamer carry out a longer sequence of instructions.</p>	<p>Some pupils will still benefit from 'human robot' games and sequenced instructions (see P3)</p> <p>Follow the Roamer Introductory Activities 16-18</p> <p>Pupils can also make up little 'journeys' for Roamer. This is a 'trial and error' activity, linked with problem solving 'guess, check and improve'. Pupils construct their program first, then try it out and amend if necessary</p> <p>Use MEC workcards, 1-5</p>	<p>Some resources are at (W) <a href="http://www.educationict.org.uk/teacher_resources.htm">http://www.educationict.org.uk/teacher_resources.htm</a> but also in the Curriculum Topic Bank</p> <p>(CTB) Use the 'LessonPlansRoamer' and 'BlankProgGridP34' files from the Roamer folder in the Curriculum Topic Bank in the School Shared Area</p> <p>(CTB) Use 'BlankProgGridP34' file as above to record program.</p> <p>(CTB) Use the 'Workcards P3456 Grids' PDF</p>	<p><b>P4</b></p>
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<p>Use simple on-screen control software activities</p>	<p>Commercially produced Roamer activity workcards are also available.</p> <p>Use Unit the Robot to introduce on-screen control activities</p>	<p>file from the Roamer folder in the Curriculum Topic Bank in the School Shared Area</p> <p>From a free DfEE CD-ROM – ‘Using ICT to support Mathematics in Primary Schools’. Information on how to obtain this circulated to schools, April 2002</p>	
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<p><b>CONTROLLING AND MODELLING</b>  <i>5-14 C “Draw a square, rectangle, etc, on screen ... Use a mobile robot and control it to follow a precise path on the floor”</i></p> <p>Use Roamer or on-screen Roamer World commands: CM, forwards, backwards, left, right, wait and GO</p> <p>Explore ‘pen up’ and ‘pen down’ command</p> <p>Use ‘repeat’ command</p>	<p>Either Roamer or on-screen Roamer World are suitable for the following activities. Pupils need to get used to distances and turning with the on-screen Roamer. Revisiting earlier Roamer activities is recommended</p> <p>Example – draw selected capital letters, eg F, L, P, H, T</p> <p>Teach ‘repeat’ command to move Roamer round a square or other repeated patterns with right angles, ie stairs, battlements</p> <p>Follow the Roamer Introductory Activities 19-21</p>	<p>Some resources are at  [W] <a href="http://www.educationict.org.uk/teacher_resources.htm">http://www.educationict.org.uk/teacher_resources.htm</a>  but also in the [CTB] Roamer folder of the Curriculum Topic Bank</p> <p>A good way of introducing the repeat command (including printable worksheet) can be found here:  [W] <a href="http://www.teachingideas.co.uk/ict/logo.htm">http://www.teachingideas.co.uk/ict/logo.htm</a></p> <p>[CTB] Use the ‘LessonPlansRoamer’ and ‘BlankProgGridP34’ files from the Roamer folder in the Curriculum Topic Bank in the School Shared Area</p>	<p><b>P5</b></p>
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<p><b>CONTROLLING AND MODELLING</b>  <i>5-14 C “Draw a square, rectangle, etc, on screen ... Use a mobile robot and control it to follow a precise path on the floor”</i></p>	<p>Use MEC workcards, 6-10 (non-90</p>	<p>[W] Workcards 6-10  <a href="http://www.educationict.org.uk/">http://www.educationict.org.uk/</a></p>	<p><b>P6</b></p>
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<p>Use all basic on-screen Roamer World commands, including repeat and pen up/pen down</p> <p>Use selected Roamer Journeys and Routes Activities</p>	<p>degree turns) and 11-17 (using repeat) Originally designed for floor Roamer, but equally suitable for on-screen Roamer World</p> <p>Follow the Roamer Introductory Activities 22-24</p> <p>These are activity 'challenges' for pupils, with ready-made backgrounds. Pupils program Roamer to visit different items on the background, eg Birthday Party, where a present is delivered, or Space Mail (both in Journeys), where a space 'postman' delivers to different planets. Cave Roamer, Subway, Tortoise and Hare</p>	<p><a href="http://www.educationict.org.uk/pdf/RoamerGrids.pdf">pdf/RoamerGrids.pdf</a></p> <p><b>[W]</b> Workcards 11-17 <a href="http://www.educationict.org.uk/pdf/RoamerGrids2.pdf">http://www.educationict.org.uk/pdf/RoamerGrids2.pdf</a></p> <p><b>[CTB]</b> Use the 'LessonPlansRoamer' and 'BlankProgGridP34' files from the Roamer folder in the Curriculum Topic Bank in the School Shared Area</p> <p>Open Roamer World then go to File menu &gt; Open &gt; Project Launcher. Explanations and Teacher's Notes for each project are found in Activities menu &gt; Routes (or Journeys). <i>[The notes assume that pupils are programming a floor Roamer and then transferring the program to computer with a special link, but the activities can successfully be used on screen.]</i></p>	
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<p><b>CONTROLLING AND MODELLING</b> <i>5-14 D "Use...repeat/loop commands to make a basic pattern on screen..."</i></p> <p>Use all basic on-screen Roamer World commands, including repeat and pen up/pen down</p> <p>Use selected Roamer Journeys and Routes Activities</p> <p>Introduce 'Procedures', using either Floor Roamer or On-screen Roamer</p>	<p>These are activity 'challenges' for pupils, with ready-made backgrounds. Pupils program Roamer to visit different items on the background, eg Cave Roamer, Subway, Tortoise and Hare (all in Routes). Teachers may wish to use the backgrounds in different ways, without committing themselves to the story-line presented.</p> <p>Use MEC workcards 18-22. Learn how to write procedures to define simple shapes.</p>	<p>Open Roamer World then go to File menu &gt; Open &gt; Project Launcher. Explanations and Teacher's Notes for each project are found in Activities menu &gt; Routes (or Journeys). <i>[The notes assume that pupils are programming a floor Roamer and then transferring the program to computer with a special link, but the activities can successfully be used on screen.]</i></p> <p><b>[W]</b> Workcards 18-22 (Sept 03) <a href="http://www.educationict.org.uk/pdf/RoamerGrids2.pdf">http://www.educationict.org.uk/pdf/RoamerGrids2.pdf</a></p>	<p><b>P7</b></p>
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