

ICT

Teaching & Learning

Bulletin # 3

Welcome to the 3rd issue of the ICT teaching and learning bulletin.

Ideas, contributions and feedback will be welcome.

Please email any contributions to:

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Training Dates;

Tuesday 4th November.
Level 1 whiteboard training, Stockton CLC.
3.45pm

Tuesday 18th November.
Level 1 whiteboard training, Stockton CLC.
3.45pm

White board users meeting: -
Thursday 6th November, S4. 3.30 – 4.00pm

Music in the classroom

Music aids learning. The most recent research suggests that music can aid learning in three ways. It can relax or energise—hence altering the individuals "state" or readiness for learning. It can even carry content. It makes the neural networks more receptive for learning.

Many teachers now use music as part of their lessons. Here are some of the ways to use music to enhance learning:

- Beginnings
- Demarcation of time on task
- Authentication of mood
- Evoking a theme
- Passive concert
- As an aid to discussion

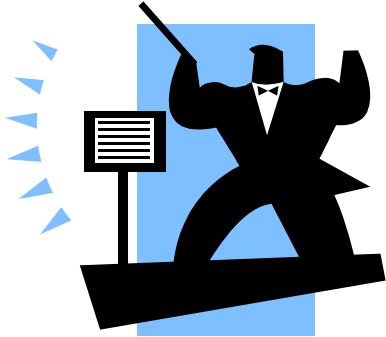
WARNING - The type of music you use is critical. Switching on TFM, Galaxy or Radio 1 is not an option. Using the radio or a students CD may cause **more harm** than good.



"THE COMPUTER SAYS I NEED TO UPGRADE MY BRAIN TO BE COMPATIBLE WITH ITS NEW SOFTWARE."

Suitable Music for the Classroom

Background music does affect your students and therefore it can have a positive or negative effect on the outcome of your lesson.



The consensus is:

- 1) select the music carefully
- 2) make sure it's predictably repetitive
- 3) play music in a major key
- 4) use instrumentals, not vocals for the background.

Here are view pieces of music that have been proven to be suitable for classroom use.

Beginning a lesson

Beethoven, Symphony # 5 in E minor - Allegro con brio (6:32)

Verdi, Brindisi - from La Traviata - Libiamo ne lieti calici (3.10)

Handel, Hallelujah Chorus - from the messiah (4.25)

Mark Knopfler, Going Home. From the film local hero.

Madonna, Broken (instrumental) (5.26)

Demarcation of time

Chopin, Minute Waltz (1.59)

Theme tune from Mission Impossible

Theme tune from the Pink Panther

Ambient music to manage noise levels

Mike Oldfield, Tubular bells

Eric Satie, Gymnopedies

Vangelis, Love Theme 1989.

Jean Michel Jarre, Equinoxe Part IV

Bjork and Jah Wobble, Play Dead



Further Information

<http://songsforteaching.homestead.com/References.html>

<http://www.thelearningweb.net/music-learning.html>

Planning for the use of computers

Plan to use the computers as an integral part of the work, not a bolt-on activity that bears no relation to the curriculum.

When planning the use of computers in lessons, whether in the teaching of ICT or another subject, you may find it useful to use the National Curriculum's ICT Programme of Study's headings as guidelines to what you can use computers for. Here are the headings, with some examples to start you thinking.

Heading	Example/Suggestion
Finding things out	<ul style="list-style-type: none"> • use a CD-ROM about the Tudors; • find out about volcanoes from the internet; • discover relationships using a spreadsheet; collecting data for a database; • searching a database; • use data-logging to obtain data.
Developing ideas and making things happen	<ul style="list-style-type: none"> • discuss ideas with other pupils; • use presentation and/or multimedia software; • develop web pages; • use a word processor for drafting; • use control programs and equipment; • develop macros to automate processes; • device systems for others to use, and/or produce instructions to help others use an existing system.
Exchanging and sharing information	<ul style="list-style-type: none"> • use data-logging; • use email; • use "revision" functions in some programs to discuss changes and new ideas; • develop web pages/bulletin board systems; • learn about data protection and related issues.
Reviewing, modifying and evaluating work as it progresses	<ul style="list-style-type: none"> • draft and redraft work using a word processor; • change the numbers used in a spreadsheet model or in a control device such as a Roamer; • change the rules of a spreadsheet model; • experiment with changes to web pages.

Useful Websites

Geography Resources

Savage Earth - <http://www.pbs.org/wnet/savageearth>. Explains how volcanoes, earthquakes and tsunamis shape our ever-changing planet.

Rivers and Coasts - <http://www.bbc.co.uk/schools/riversandcoasts/index.shtml>. What happens when rivers meet the sea?

Geo-Drws - <http://www.geo-drws.co.uk>. A growing collection of national and international Web pages and resources that support the teaching of the geography curriculum in Wales.

How Fast Are The World's Rain Forests Being Cut Down? - <http://www.geography.ndo.co.uk/rainforest.htm>. IT and Geography exercise on creating and plotting deforestation areas on a map using Excel.

National Statistics - <http://www.statistics.gov.uk>. UK's home of official statistics, reflecting Britain's economy, population and society at national and local level.

Peakwave World Mountain Encyclopedia - <http://www.peakware.com/encyclopedia/index.htm>. The Web's premier mountain resource where you can explore the mountain ranges of the world.

Mathematics Resources

www.argonet.co.uk/oundlesch/suppl.html . This is an outstanding site which provides information covering all areas of mathematics, one not to be missed!

www.paulmetcalf.com. This is an excellent site which offers numerous activities suitable for both teachers and pupils to use.

Maths GCSE Revision sites -

www.bbc.co.uk/education/gcsebitesize/maths

www.s-cool.co.uk

www.heinemann.co.uk/mathsmatrix

www.lettsed.co.uk

General Teaching Resources

I will be posting useful links to accelerated learning, and mind mapping books in the "General Chit-Chat" area of <http://www.clickict.co.uk>

Art Resources

Art Movements Directory - <http://www.artmovements.co.uk>. A concise reference guide to the major art movements and periods.

ABC Typography - <http://abc.planet-typography.com>. Features the historical collection of the Virtual Museum of Typography.

iBand Clip Art - <http://www.iband.com/clipart.html>. Free clip art and photo site with new images added daily.

Discovery.com Clip Art Gallery - <http://school.discovery.com/clipart/index.html>. Choose from 100s of original clip art images - including animations.

010101: Art in Technological Times - <http://010101.sfmoma.org>. Can a Web site be art? The Art in Technological Times exhibition at the San Francisco Museum of Modern Art features some of the most innovative Web and computer art.

about.com: Art History - <http://arthistory.about.com>. Everything you need to know about art history - and then some.

Access Art - <http://www.accessart.org.uk>. Visually exciting online workshops based upon arts education practice in museums and galleries. A dynamic learning tool for pupils across all key stages.

From the Real to the Surreal - <http://www.angliacampus.com/tour/sec/art/surreal/index.htm>. Drawing upon the Surrealist movement of the 1920's, this project shows how to use everyday objects to create interesting and imaginative compositions.

Technology Resources

The Accidental Scientist: The Science of Cooking - <http://www.exploratorium.edu/cooking/index.html>. Discover how a pinch of curiosity can improve your cooking with recipes and activities that will enhance your understanding of the science behind food and cooking.

Building Big - <http://www.pbs.org/wgbh/buildingbig>. Bridges, domes, skyscrapers, dams and tunnels - explore large structures and discover what it takes to construct them.

LEGO Educational Division - <http://www.lego.com/dacta/home.asp>. No matter the child's age or developmental requirements, LEGO Educational Division has the products to provide the perfect challenge and the correct doses of daily success to ready them to move on to newer, even greater challenges.

Design Technology Department - <http://www.design-technology.org>. A continually growing site created to provide free educational materials for schools and colleges.

Meals for You - <http://www.mealsforyou.com>. Find solutions fast according to diet, taste, time, nutrition, health or value.

Food Technology - <http://www.foodtech.org.uk>. Focuses on the industrial practices associated with the manufacture of food products, with case studies from both industry and the classroom.

GCSE Bitesize - Design and Technology - <http://www.bbc.co.uk/schools/gcsebitesize/design>. Revision exercises from the BBC.

History Resources

The Roman Empire in the First Century - <http://www.pbs.org/empires/romans>. Meet the emperors of Rome, read the words of Roman poets and philosophers and learn about life in the 1st Century AD.

History.uk.com - <http://www.history.uk.com>. The world's largest directory of people, organisations and places associated with UK history.

Picture History - <http://www.picturehistory.com>. Digital library of high quality images illustrating more than 200 years of American history.

Camelot Village - <http://www.camelotintl.com>. Sections include Heritage, Historical Roots, the Monarchy and the Tower of London.

School History - <http://www.schoolhistory.co.uk>. Innovative and exciting ideas for the use of ICT in secondary school history.

Angelcynn: Anglo-Saxon Living History - <http://www.angelcynn.org.uk>. A living history society which aims to recreate the arts, crafts and warfare of the Anglo-Saxons.

Sainsbury's Virtual Museum - <http://www.j-sainsbury.co.uk/museum>

What were shops like a long time ago? Here you'll find photographs and documentary sources on Sainsbury's during the period 1869-1900. Also featured are sections on Victorian Britain and WWII.

PE Resources

BBC Sport Academy - <http://news.bbc.co.uk/sportacademy>. Feature-packed site from the BBC where the stars show how to get the most out of your chosen sport.

GCSE Bitesize - Physical Education - <http://www.bbc.co.uk/schools/gcsebitesize/pe>
Revision exercises from the BBC.

BBC Sport - <http://www.bbc.co.uk/sport/> The latest news and scores from the world of sport.

about.com: Sports - <http://home.about.com/sports/index.htm>. Choose your sport - from amateur wrestling to gymnastics to world soccer - there's enough articles and information here to fill a stadium.

Health Windows Junior - <http://www.healthwindows.org>. Your guide to the best health information on the Web with all the latest information you need to stay healthy.

Skateboard Science - <http://www.exploratorium.edu/skateboarding/index.html>. The techniques of skateboarding explained and an introduction to skateboard design and construction.

Sports and Nutrition - <http://www.urbanext.uiuc.edu/hsnut/index.html>. Nutritional guides for young athletes aimed at optimising performance levels.

More subject areas next time....