

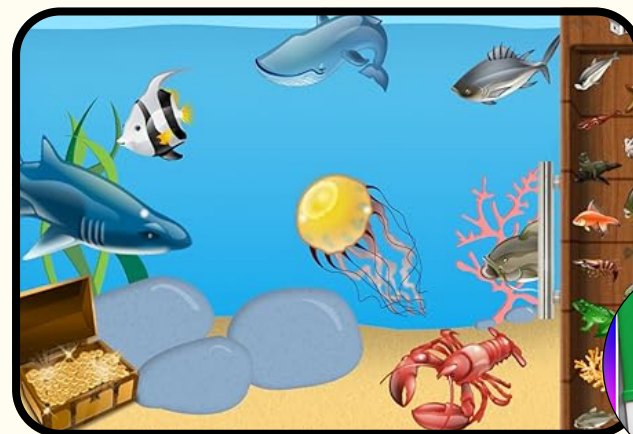
Digital Tools in Early Years

Use Independently



Use the digital portfolio Seesaw to:

- learn and develop core digital literacy and design skills
- learn how to create digital work independently
- share school work with family members



Use Drawing Pad to:

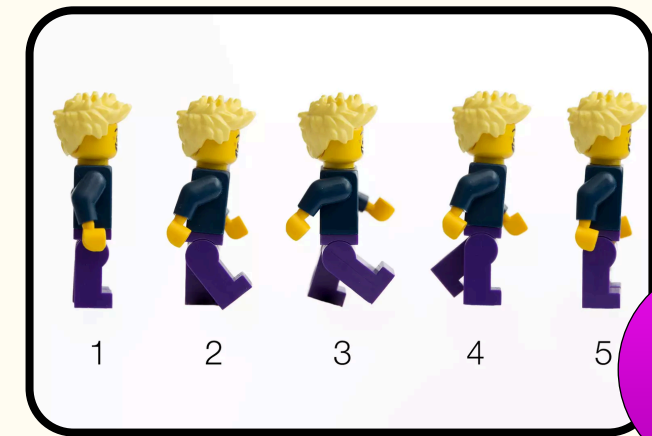
- create digital art using a wide variety of brushes and stamps
- create a digital art scene using a variety of stickers and stamps

Use with Support



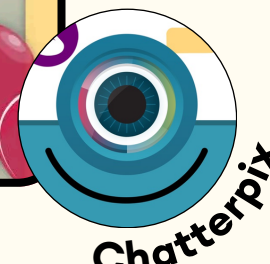
Get creative in Draw and Tell to:

- draw using a large number of digital brushes
- improve oracy skills by using the inbuilt microphone to add a voiceover to create a story



Make a stop motion animation out of clay, lego or paper to:

- retell a story or share learning
- create an instructional video
- explain a maths concept
- express a wellbeing theme or message



Use Chatterpix to

- create a talking object to present research or share learning
- take a picture of an invention and let the invention describe itself
- make a hand draw image come to life

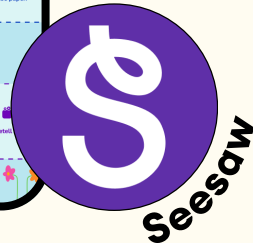


Code in Scratch Jr to:

- program an interactive story to share learning
- demonstrate understanding of a mathematical concept e.g. 3D shapes

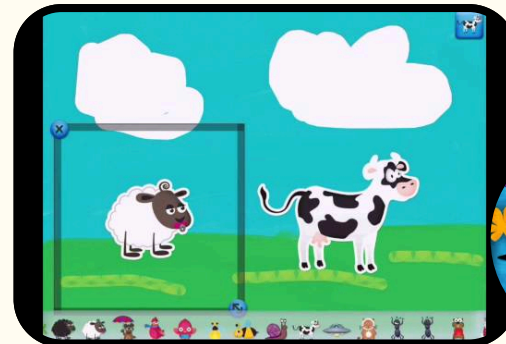
Digital Tools in Year 1

Use Independently



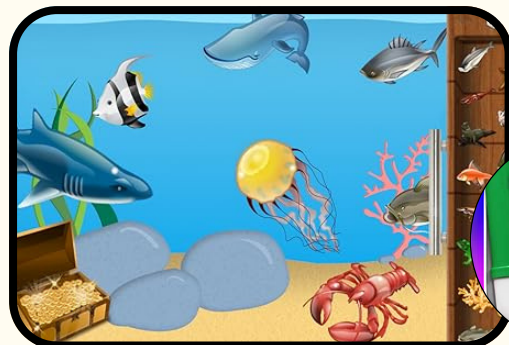
Use Seesaw to:

- learn and develop core digital literacy and design skills
- share digital work with family members
- receive feedback on work from teachers
- complete digital activities independently



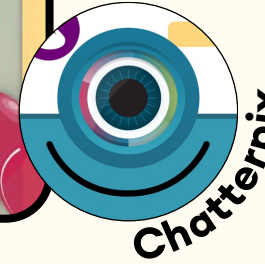
Get creative in Draw and Tell to:

- draw using a large number of digital brushes
- improve oracy skills by using the inbuilt microphone to add a voiceover to create a story



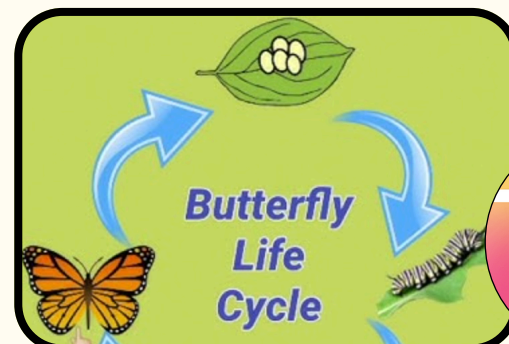
Use Drawing Pad to:

- create digital art using a wide variety of brushes and stamps
- create a digital art scene using a variety of stickers and stamps



Use Chatterpix to

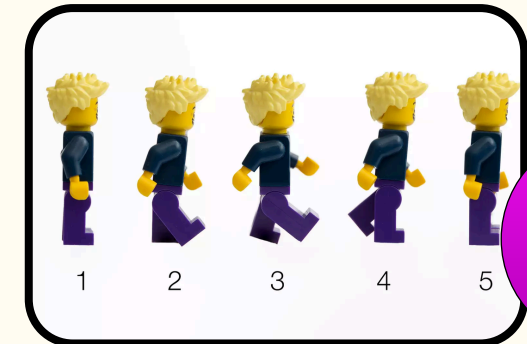
- create a talking object to present research or share learning
- take a picture of an invention and let the invention describe itself
- make a hand draw image come to life



Create a collage to show:

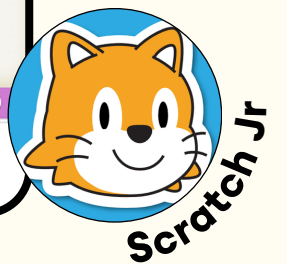
- character traits from a book
- a timeline of events
- understanding of a topic e.g. instructions and sequencing
- a mathematical concept e.g. 3D shapes
- photographs taken of a learning focus e.g. plants

Use with Support



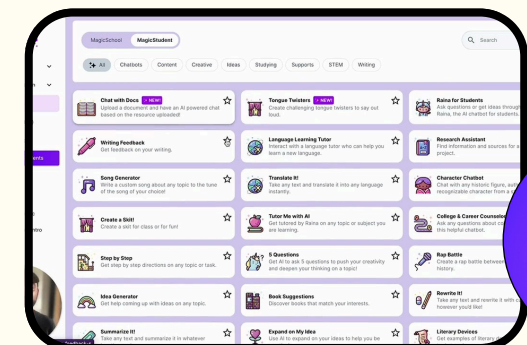
Make an animation to:

- retell a story or share learning
- create an instructional video
- explain a maths concept
- express a wellbeing theme or message



Code in Scratch Jr to:

- program an interactive story to share learning
- demonstrate understanding of a mathematical concept e.g. 3D shapes

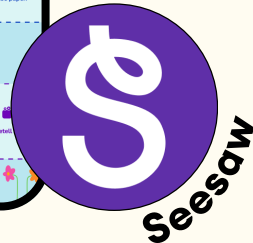
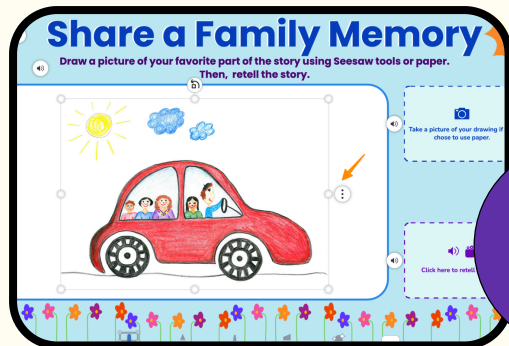


Use different AI tools to:

- talk to a chatbot or AI tutor to support understanding and extend learning
- get immediate feedback on a piece of work
- get ideas to help with creative writing

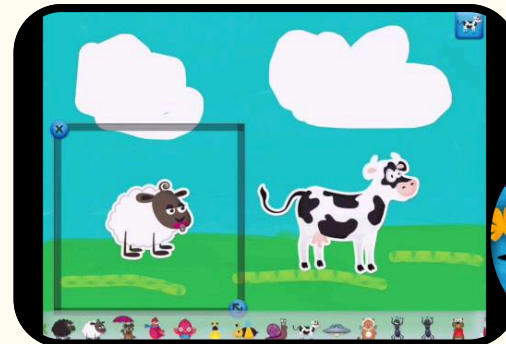
Digital Tools in Year 2

Use Independently



Use Seesaw to:

- learn and develop core digital literacy and design skills
- share digital work with family members
- receive feedback on work from teachers
- complete digital activities independently



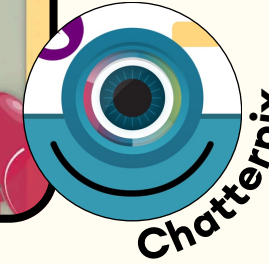
Get creative in Draw and Tell to:

- draw using a large number of digital brushes
- improve oracy skills by using the inbuilt microphone to add a voiceover to create a story



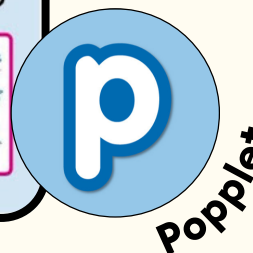
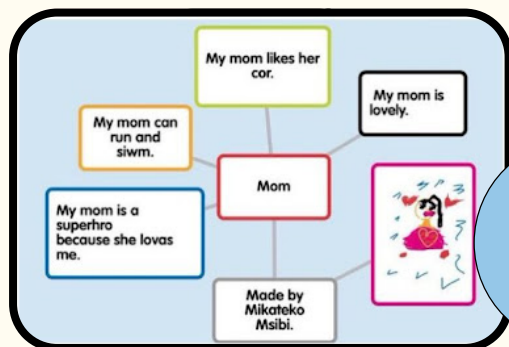
Use Drawing Pad to:

- create digital art using a wide variety of brushes and stamps
- create a digital art scene using a variety of stickers and stamps



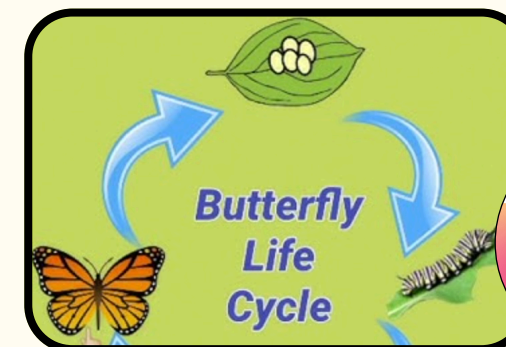
Use Chatterpix to

- create a talking object to present research or share learning
- take a picture of an invention and let the invention describe itself
- make a hand draw image come to life



Create a Popplet to:

- plan a story outlining the plot and characters
- organise information for a research project or specific topic
- plan a science experiment
- organise new vocabulary words
- analyse a character from a book
- summarise learning



Create a collage to show:

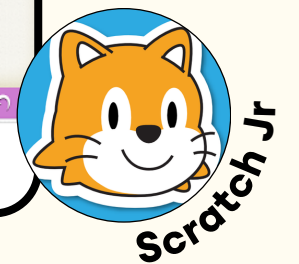
- character traits from a book
- a timeline of events
- understanding of a topic e.g. instructions and sequencing
- a mathematical concept e.g. 3D shapes
- photographs taken of a learning focus e.g. plants

Use with Support



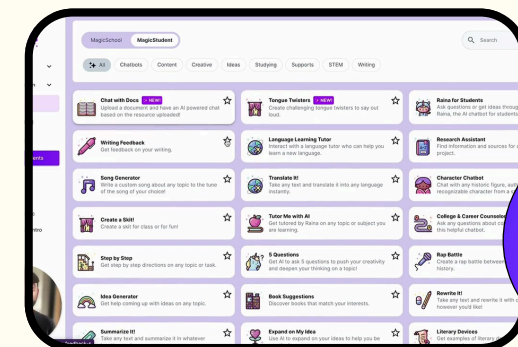
Make an animation to:

- retell a story or share learning
- create an instructional video
- explain a maths concept
- express a wellbeing theme or message



Code in Scratch Jr to:

- program an interactive story to share learning
- demonstrate understanding of a mathematical concept e.g. 3D shapes



Use different AI tools to:

- talk to a chatbot or AI tutor to support understanding and extend learning
- get immediate feedback on a piece of work
- get ideas to help with creative writing

Digital Tools in Year 3

Use Independently



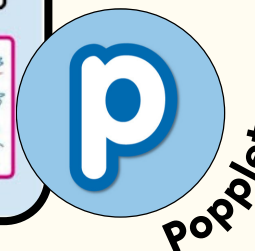
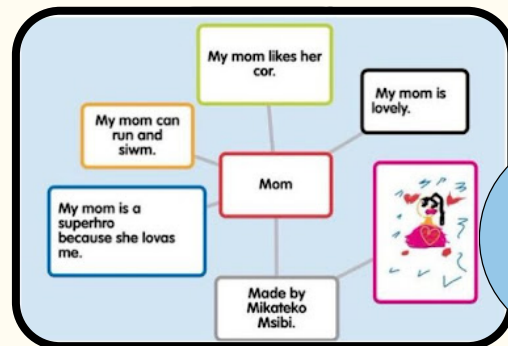
Use Seesaw to:

- share knowledge and learning with a wider audience
- communicate with teachers using messages
- receive feedback on work from teachers and peers
- complete digital activities and homework tasks assigned by teachers



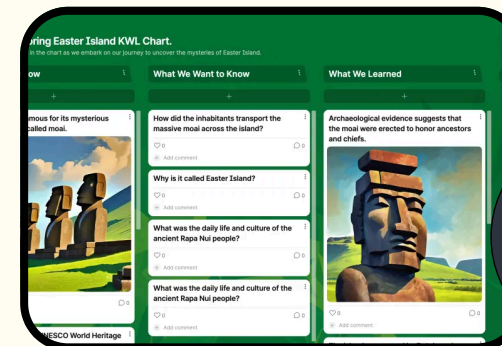
Create a collage to show:

- character traits from a book
- a timeline of events
- understanding of a topic e.g. instructions and sequencing
- a mathematical concept e.g. 3D shapes
- images of a learning focus e.g. endangered animals



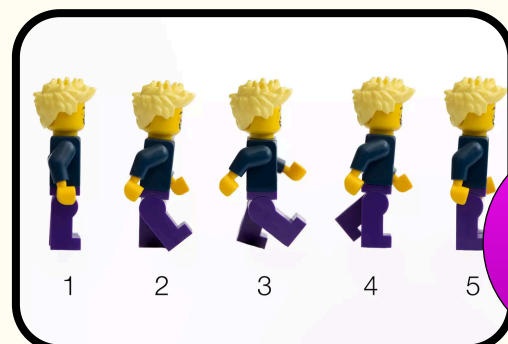
Create a Popplet to:

- plan a story outlining the plot and characters
- organise information for a research project or topic
- plan a science experiment
- organise new vocabulary words
- analyse a character from a book
- summarise learning



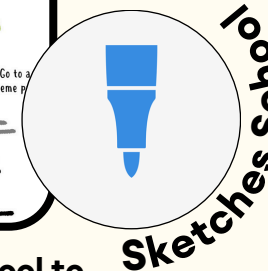
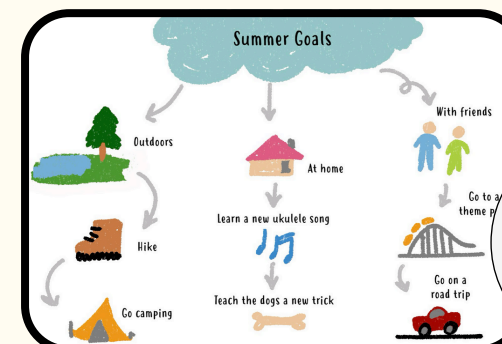
Use Padlet to

- share ideas, knowledge or opinions
- document learning
- gather and extract information for research
- work collaboratively on an interactive activity



Make an animation to:

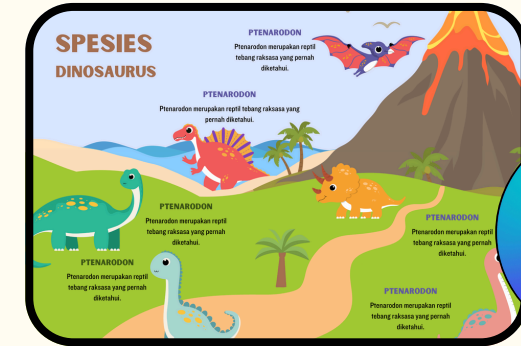
- retell a story or share learning
- create an instructional video
- document a science experiment
- explain a maths concept
- express a wellbeing theme or message



Get creative in Sketches School to

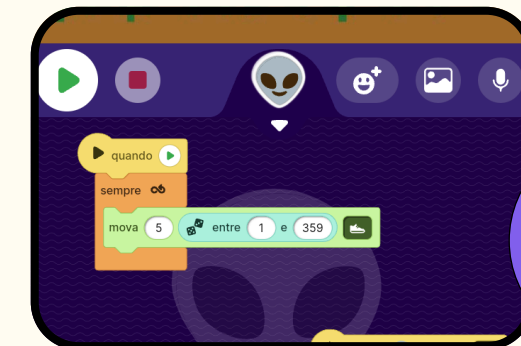
- create a digital drawing which demonstrates a concept
- draw unique digital art for larger digital projects such as posters or presentations

Use With Support



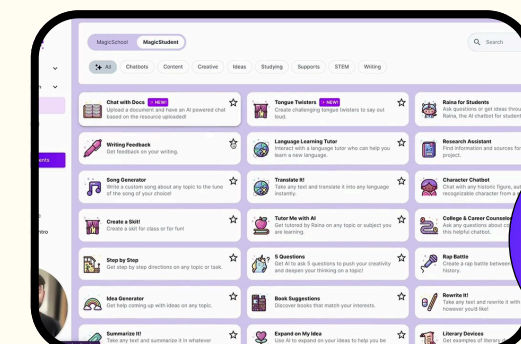
Use Canva to

- combine images and text to design posters
- make interactive presentations, comics and stories
- use AI tools to generate images



Code in Scratch Jr to:

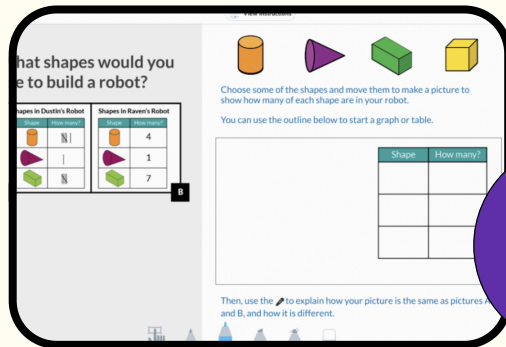
- program an interactive story to share learning
- demonstrate understanding of a mathematical concept e.g. 2D shapes
- program an interactive game



Use different AI tools to:

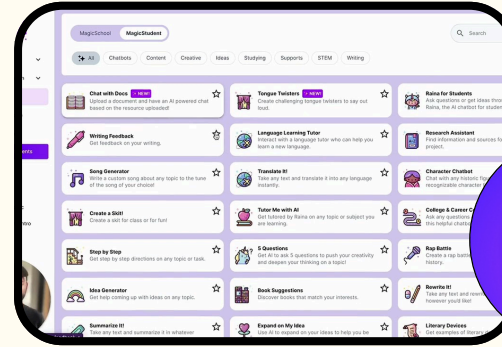
- talk to a chatbot or AI tutor to support understanding and extend learning
- get immediate feedback on a piece of work
- get ideas to help with creative writing
- debate a particular topic

Digital Tools in Year 4



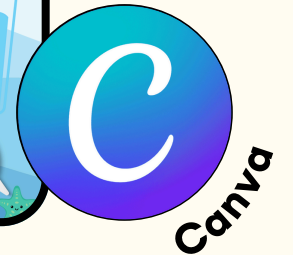
Use Seesaw to:

- share knowledge and learning with a wider audience
- communicate with teachers using messages
- receive feedback on work from teachers and peers
- complete digital activities and homework tasks assigned by teachers



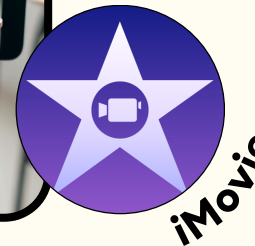
Use different AI tools to:

- talk to a chatbot or AI tutor to support understanding and extend learning
- get immediate feedback on a piece of work
- get ideas to help with creative writing
- debate a particular topic



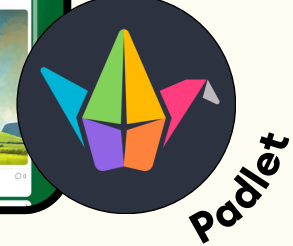
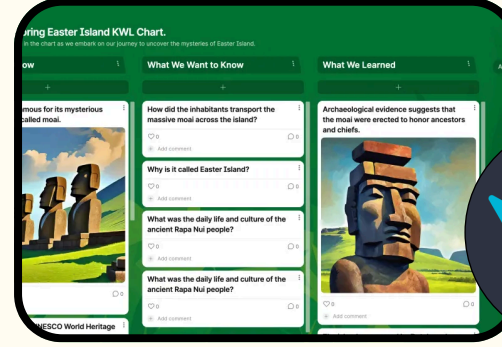
Use Canva to

- combine images and text to design posters
- make interactive presentations, comics and stories
- use AI tools to generate images



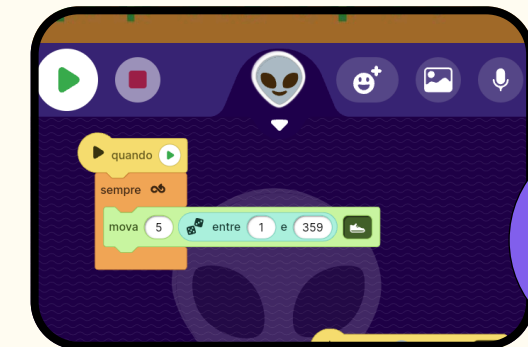
Create a video in iMovie to:

- edit a stop motion animation
- share instructions
- create a movie trailer for a book
- narrate a story
- create a video presentation of a research topic
- re-enact a historical event or figure
- produce a documentary or news report



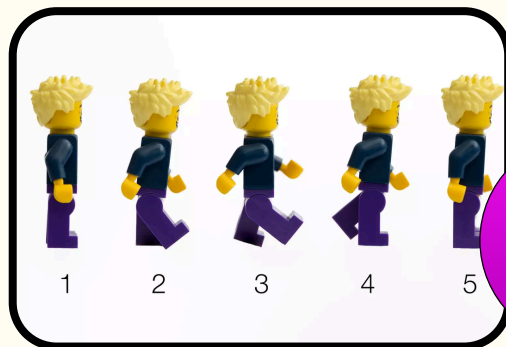
Use Padlet to

- share ideas, knowledge or opinions
- document learning
- gather and extract information for research
- work collaboratively on an interactive activity



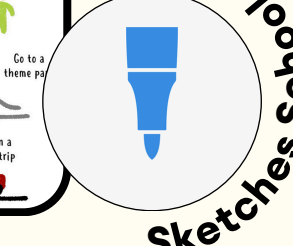
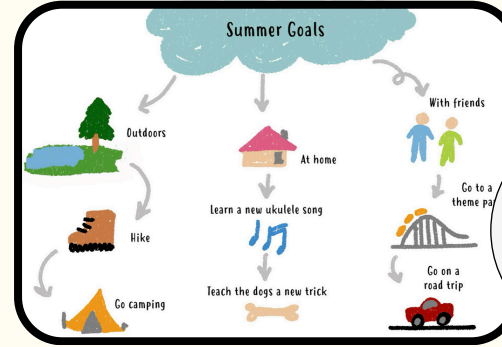
Code in Scratch Jr to:

- program an interactive story to share learning
- demonstrate understanding of a mathematical concept e.g. 2D shapes
- program an interactive game



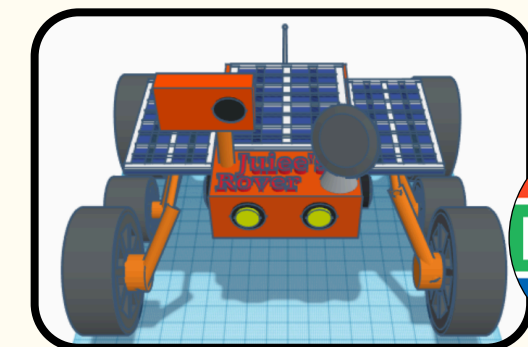
Make an animation to:

- retell a story or share learning
- create an instructional video
- document a science experiment
- explain a maths concept
- express a wellbeing theme or message



Get creative in Sketches School to

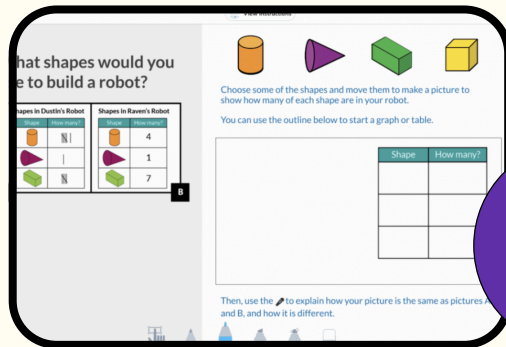
- create a digital drawing which demonstrates a concept
- draw unique digital art for larger digital projects such as posters or presentations



Use different AI tools to:

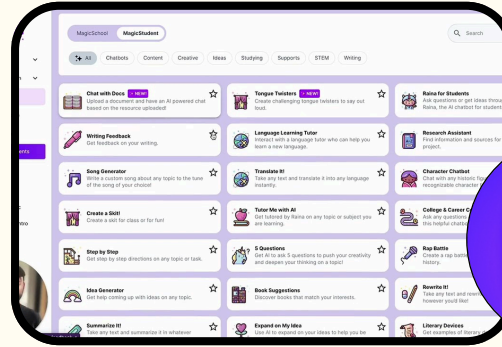
- create 3D models to support learning
- create 3D designs to be printed using the 3D printers

Digital Tools in Year 5



Use Seesaw to:

- share knowledge and learning with a wider audience
- communicate with teachers using messages
- receive feedback on work from teachers and peers
- complete digital activities and homework tasks assigned by teachers



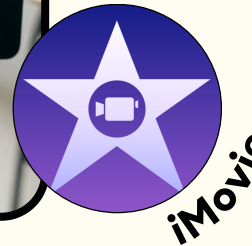
Use different AI tools to:

- talk to a chatbot or AI tutor to support understanding and extend learning
- get immediate feedback on a piece of work
- get ideas to help with creative writing
- debate a particular topic



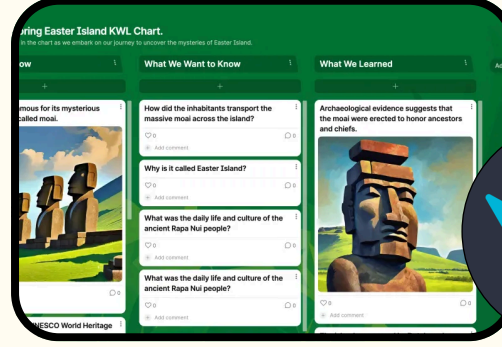
Use Canva to

- combine images and text to design posters
- make interactive presentations, comics and stories
- use AI tools to generate images



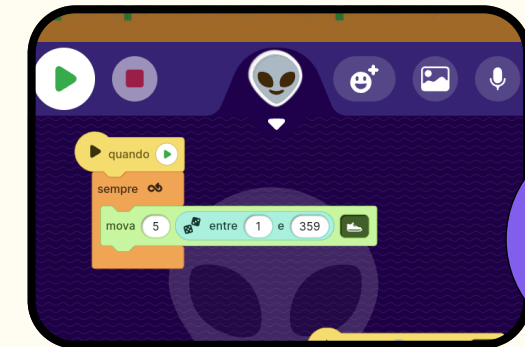
Create a video in iMovie to:

- edit a stop motion animation
- share instructions
- create a movie trailer for a book
- narrate a story
- create a video presentation of a research topic
- re-enact a historical event or figure
- produce a documentary or news report



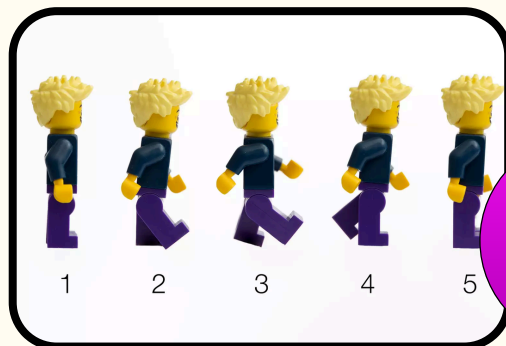
Use Padlet to

- share ideas, knowledge or opinions
- document learning
- gather and extract information for research
- work collaboratively on an interactive activity



Code in Scratch Jr to:

- program an interactive story to share learning
- demonstrate understanding of a mathematical concept e.g. 2D shapes
- program an interactive game



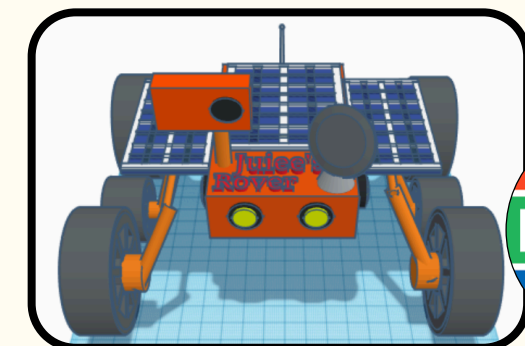
Make an animation to:

- retell a story or share learning
- create an instructional video
- document a science experiment
- explain a maths concept
- express a wellbeing theme or message



Get creative in Procreate to

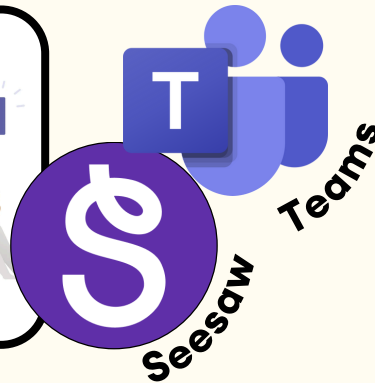
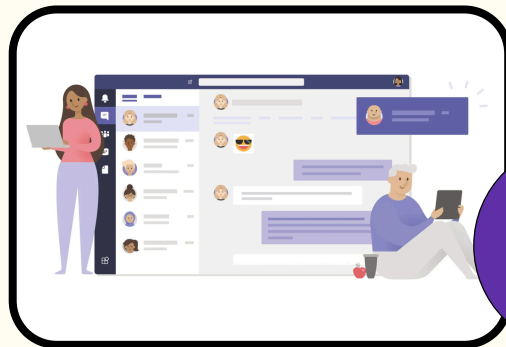
- use a wide range of digital art tools and skills to create detailed digital drawings
- draw unique digital art for larger digital projects such as posters or presentations
- create digital animations using layers
- sketch note research



Use different AI tools to:

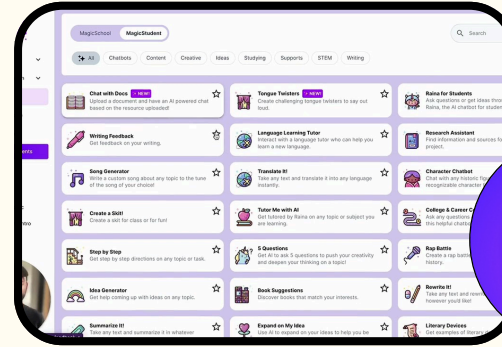
- create 3D models to support learning
- create 3D designs to be printed using the 3D printers

Digital Tools in Year 6



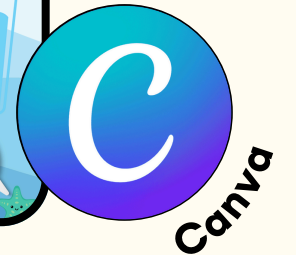
Use Seesaw and Microsoft Teams to:

- share knowledge and learning with a wider audience
- access resources and share work
- communicate with teachers
- respond to class and homework assignments
- receive feedback on work from teachers and peers



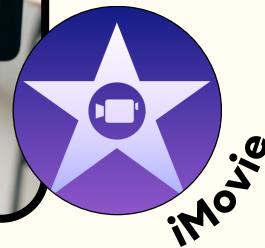
Use different AI tools to:

- talk to a chatbot or AI tutor to support understanding and extend learning
- get immediate feedback on a piece of work
- get ideas to help with creative writing
- debate a particular topic



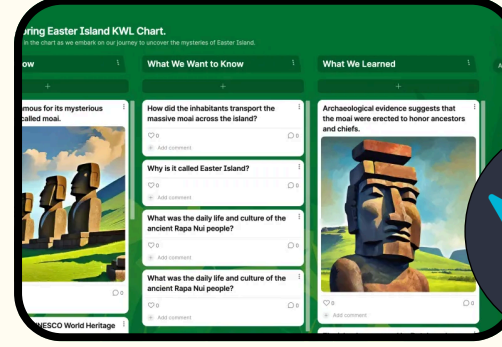
Use Canva to

- combine images and text to design posters
- make interactive presentations, comics and stories
- use AI tools to generate images



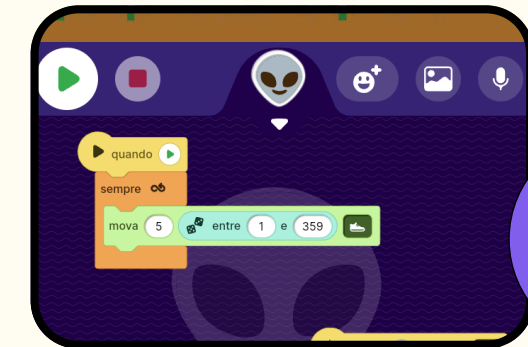
Create a video in iMovie to:

- edit a stop motion animation
- share instructions
- create a movie trailer for a book
- narrate a story
- create a video presentation of a research topic
- re-enact a historical event or figure
- produce a documentary or news report



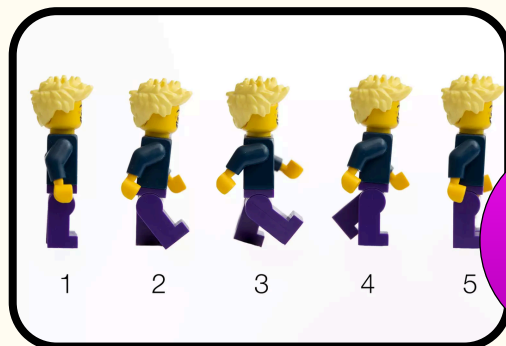
Use Padlet to

- share ideas, knowledge or opinions
- document learning
- gather and extract information for research
- work collaboratively on an interactive activity



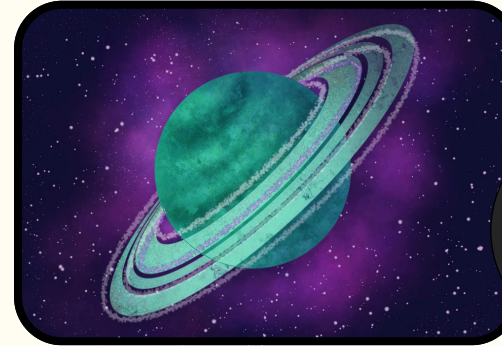
Code in Scratch Jr to:

- program an interactive story to share learning
- demonstrate understanding of a mathematical concept e.g. 2D shapes
- program an interactive game



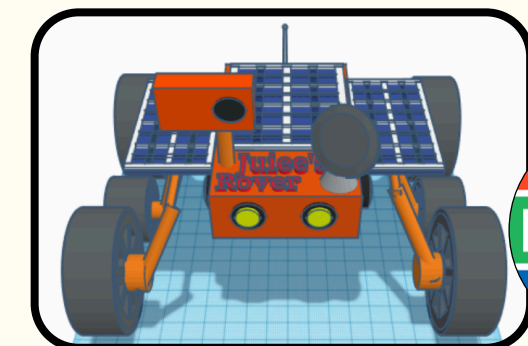
Make an animation to:

- retell a story or share learning
- create an instructional video
- document a science experiment
- explain a maths concept
- express a wellbeing theme or message



Get creative in Procreate to

- use a wide range of digital art tools and skills to create detailed digital drawings
- draw unique digital art for larger digital projects such as posters or presentations
- create digital animations using layers
- sketch note research



Use different AI tools to:

- create 3D models to support learning
- create 3D designs to be printed using the 3D printers