Support for Bronze 3 Unit 1 (Entry Level 3 Unit 1 NC Level 3 and 4)



These are suggested activities for the Entry level 3 Unit 1 certificate. While the INGOT criteria are age independent, as soon as we document activities and contexts for learning there will be judgements to be made about the suitability for particular age groups learning styles etc. For this reason these pages are publically editable so you can copy them and make new pages or add add to them. if you make a new page, link it to this one so that other people can find it. It could be a contribution to a Gold INGOT community project to make a contribution here and document it in a blog. We want to encourage community participation no matter how much or how little. If you think something here can be improved please improve it!

QCA examples of National Curriculum Level 3 work [1]

This link provides access to descriptions of National Curriculum Level 1 work. (Remember this is broadly equivalent to Entry Level 1 in the Qualification Credt Framework. Assessors should take this into account when making judgements about the levels described by the INGOT criteria as these are dervided directly from the QCF Entry 1 criteria and NC APP criteria.

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Activity 1 - **Activity 1** - Tux club [2] is a simple and secure social networking environment intended to enable learners to gain experience of using web based environments such as e-porfolios so that they can learn in a digitally safe environment. This facility is free for INGOT Academies and provides a fully hosted place for e-learning. (To be further developed)

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Activity 2 [3] - These are a set of activities that provide a range of opportunities linked to other national curriculum subjects including art, mathematics and English. hey can be used selectively to support some of the criteria.

Mr Potato Man [4] - Art and design and opportunities for sharing, discussing and evaluating information in the context of designing a character.

Ottos Puzzle [5] - A puzzle which requires planning and strategy and progressively more difficult.

Time and clocks [6] - Simple ordering exercise linked to learning about clocks and analogue displays.

Counting Sides [7]- Simple puzzle to get information from the shapes and put it back in a different format.

Put Otto back together [8] This puzzle introduces some important concepts needed when using object based graphics programs.

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Optical illusion [9] A simple optical illusion but a good introduction to can you believe all you see on the internet? There are more advanced illusions here [10]for any that find these things interesting.

Matching shapes [11] A simple puzzle to introduce ideas of compatibility that will become important in later units.

Mirror [12]This provides a simple introduction to Symmetry in mathematics but also the idea that pictures can be made up of smaller elements (pixels). The amount of information in an image depends on how many pixels are used.

Hangman [13]The age old game but with words taken from technical vocabulary that will be developed in future units.

Tic Tac Type [13] A program for helping develop typing skills and word recognition.

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Activity 3 [14]- A range of activities targeted on young children. Opportunities to cover criteria from planning to sharing information.

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Activity 4 [15] - To be developed

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Activity 5 [16] - Fun with numbers and shapes

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Source URL: https://theingots.org/community/Bronze3_1Support#comment-0

Links
[1] http://curriculum.qcda.gov.uk/key-stages-1-and-2/assessment/nc-in-action/index.aspx?fldSubject=ICT&fldKeyStageYear=4&fldKeyword=Level+3&fldProgOfStudyRef=&btnSubmi

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[2] http://www.theingots.org/tux/
[3] http://www.theingots.org/Ottos_club/
[4] http://www.theingots.org/Ottos_club/potato-guy/index.html
[5] http://www.theingots.org/Ottos_club/puzzle/index.php
[6] http://www.theingots.org/Ottos_club/time/index.php
[7] http://www.theingots.org/Ottos_club/shapes/index.php
[8] http://www.theingots.org/Ottos_club/assemble-otto/index.html
[9] http://www.theingots.org/Ottos_club/rulers/index.html
[10] http://www.michaelbach.de/ot/
[11] http://www.theingots.org/Ottos_club/matching/index.php
[12] http://www.theingots.org/Ottos_club/mirror/index.php
[13] http://www.theingots.org/Ottos_club/hangman/
[14] http://www.ottoclub.org/
[15] http://www.primaryresources.co.uk/online/teddydress.swf
[16] http://www.akidsheart.com/threer/lvl1/shapes.htm

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