LESSON PLAN
Language and Communication Development

Early Learning goals
- Children actively use and engage language and texts in a range of ways (EYLF learning outcome 5.3).
- Children use ICT to problem-solve (EYLF Learning outcome 4.5)
- Children engage with ICT for fun to make meaning (EYLF Learning outcome 5.5).

Activity
Cut out big letters of the alphabet on cardboard or paper and using a programmable toy such as a bee bot ask the children to spell out the letters of their name. Place the letters around in a circuit so that children have to problem-solve how to move around objects. The children will be encouraged to use language for directions and positions.

Extension
Make different road layouts to use with the programmable toys. Try the same activity with a remote control.

ICT Resources
- Mat for a programmable toy
- Programmable toy of some sort like a bee bot
- Cut out letters of the alphabet
- Objects to place on the circuit

ICT Levels of Differentiation
- To use the keyboard
- To use the mouse to move the cursor
- To know how to turn it on/off

Teacher Learning Needs *(what do you need to know?)*