

WebPlay Local Programme Summary of activities

- WebPlay local is taught across two lessons per week. With the exception of the first week one lesson has a drama focus and one has an ICT focus.
- Core and Extension activities are provided within detailed teaching plans for each lesson. Worksheets and hard copy resources are also provided.
- Children work in groups throughout the programme.

Week	The Focus
1	Learning about Think.com and web safety You will explore the communication platform 'Think.com' with your class and create a class webpage by gathering and inputting information about what the children like about where they live. Children learn the SMART rules for staying safe online.
2	Where is your local area? Through the first Jet Set and Go video, children are introduced to the overall task of the project, the character of Sinclair St John, their teacher as Agent Z and their own roles as Agents. Through a real-time online link-up, children are introduced to their partner class and take part in an online quiz, using Google Earth or Multi map to find out where their local area is within the UK.
3	What do you do in your local area? In role as agents you and your class will find out what there is to do in their local area and where they can do it. Children will learn how to contact an individual child in their partner class via 'stickies' and save them as a 'buddy'. Children begin to create a class map with geographical symbols.
4	Who lives in your local area? In role as agents you and your class will find out who the important people are in their school and local area, children conduct interviews with school staff and share their findings online with their partner class.
5	Why is your local area special? & The Secret Meeting In preparation for the secret meeting, you and your class discuss and agree on a key thing that makes your area special and send it as a virtual postcard to Sinclair St John. You and your class visit an arts venue to meet with your partner class and Jet Set and Go special agents. Together you participate in a show and in-role drama workshop focusing on what makes your area special.
6	Creating Text and Images In their groups children agree on an image that represents one of the key questions they've been working on (Where? Who? What? Why?) and create a representation of that image using any form of visual art. They write letters to their partners explaining what they've chosen and why.
7	Creating Online Guidebooks Children receive their partners' images and letters and compare and contrast them with their own. Using a combination of their own and their partners' images and text they put together their online guidebook using a software package of the teacher's choice (such as PowerPoint or the tools on think.com).
8	Viewing & reviewing your partner class's Online Guidebooks You and your class look at the finished guidebooks on Think.com, create and post reviews for your partners and complete the online evaluation task 'Webster the Evaluation man'. A DIY pack for an in-class celebration will be supplied, enabling you to hold an event to mark the achievements of your class.