

Digital Camera/Images

- Holding and using the camera
- Outdoor trail to follow
- Record outcomes of large outdoor creative activities e.g. Painting walls, natural sculpture
- Images of healthy and un-healthy foods
- Guess the body parts
- Take photos of different age groups. Match, group and sort them. Talk about the groups.

Talking Tools

- Walkie talkies outdoors
- Programme Talking Tins for a physical 'Simon says...'
- Scavenger hunt
- Mobile phones for outdoor play, including role play

Everyday Technology / Role Play

- Metal detectors outdoors
- Tape recorders/music - dance
- Manipulate buttons on technology
- Big floor keyboard sand interactive games
- Dance mats
- Stop watches and clocks for timed physical activities
- Hospital role play - health
- Using technologies to make healthy foods and drinks

Digital Video

- Head cameras in construction area
- Take footage of dance
- Record outdoor activity e.g. Using climbing frames, swings,
- Record different types of movement and use it to review with the children e.g. Crawling, hopping, jumping, skipping
- Head-cam obstacle course
- Create your own pop video with dance routines

Physical Development

Includes health and healthy eating

PD

Cassette/CD Player

- Manipulate tape player buttons
- Responding to music - dance / physical response
- Exercise, move and dance to music
- Create an outdoor trail with clues to follow, that can be played on a portable tape player
- Record instructions for physical activity

Bee-Bots/Programmable Toys

- Outdoor use of remote control technology
- Create obstacle courses for control toys and remote control cars
- Following directions - can you be a ... Bee bot, robot, voice controlled car?
- Human robots, following instructions
- Remote control toy to lead children in 'follow my leader'

Computer/IWB

- Directional arrow key activities
- General mouse skills via software and websites
- Large scale pictures on interactive whiteboard
- Tracking activities using interactive whiteboard
- Switch programs
- Target games and activities e.g. Using a keyboard, controlling a game, clicking on a target like splat in Milly's Mouse Skills
- Keyboard skills via software and websites
- Use a pen or writing implement on the Interactive Whiteboard
- Model physical activity - e.g. Websites with 'follow me' type games

Apps for tablets

Record videos of activities
Paint and Draw Programs
Spin Art
Apps for reactions - e.g. popping bubbles, Fruit ninja, cut the rope Angry birds
Tracking activities - drawing and painting
Letter tracing and tracking activities