







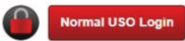



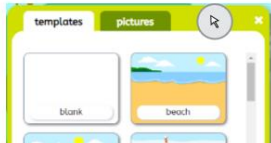
## Computing Daily Home Learning Tasks

As you know, all children have free access to LGFL via the Internet using their individual Usernames and Passwords that are stuck in the back of their Reading Records.

The colour-coded log-in cards are there to help the children become familiar with the keyboard and the numbers and letters in their name. We really encourage independence in Computing at Burlington from turning the device on, finding and launching the relevant program to closing and switching everything off safely.

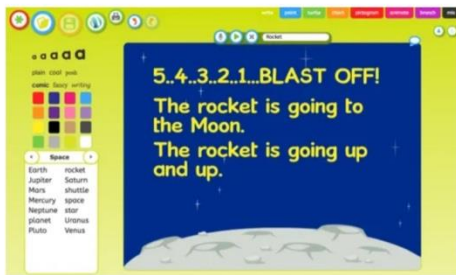
Here is an example of instruction prompts we use at school which you could also promote at home:

1. Turn your computer and screen on. 
2. Log on
3. Click on the Internet Icon - Chrome 
4. [www.lgfl.net](https://www.lgfl.net) 
5. Click on 'Login' 
6. Type in your Username and Password and Enter 
7. Type 'jit' in the search bar. 
8. Click on the Icon for JiT 
9. Launch Resource 
10. Normal USO Login 
11. Click on the JiT5 Icon 



We use the software "JiT" on LGFL for a lot of our Computing at Burlington. We have devised a grid of the tools that this online infant toolkit provides with tasks that the children can complete to compliment the home learning that is taking place already whilst practising and developing Computer skills that we have learnt so far at Burlington.

## Write:



A simple to use writing tool, ideal for stories. A choice of word banks are available to help support the younger pupils and pupils with SEND. Children will enjoy experimenting with presentation and style and different coloured backgrounds can be chosen to aid learning.

**Create a piece of text using 2 hands to type, the space bar, shift key for capitals, shift key for symbols (?!), backspace to remove, format the font size & colour.**

Write a diary of your time at home. You could use time language! E.g. "At 7 o'clock I woke up and by half past 7 I was eating my delicious, crunchy cereal."

Write a comparison between Brazil and England.

Write your own story.

Write the Easter story.

## Paint:



Paint is an easy to use creative tool. Children can paint freely with different sizes and colours. Shapes and stamps are easily selected, as well as colourful template backgrounds, and pictures from a picture bank.

**Create a painting using the different colours, brush sizes, the fill jug, insert images, resize and rotate.**

Illustrate your story.

Paint your favourite part of the Easter Story.

Draw the sequence that chocolate is made.

Find something still in your house to recreate - fruit, flowers, pets?!

Draw the signs of Spring.

## Turtle:



Turtle teaches children the initial concepts of direction and simple programming. Children can design their own 'turtle' and plan a route for it to follow. Fantastic nursery rhyme and adventure templates are also included, so for example the Big Bad Wolf has to be directed to the first, second and finally the third of the three Little Pigs' houses.

**Choosing the 'flowers' template, direct the butterfly to visit all 4 flowers.**

Challenges:

Visit all 4 flowers travelling clockwise.

Visit all 4 flowers travelling anti-clockwise.

Visit all 4 flowers in the least amount of steps possible.

Visit all 4 flowers travelling backwards.

Start with 'simple' level.

Move on to 'advanced'.

### Chart:



Chart gives the simplest introduction to line, block, pie, and bar charts. Simply mix one or more chart type together on the page. You will see the charts update instantly as the numbers in the table are changed.

**Collect data and input it into a chart of your choice.**

Birthday months for people in your family (including those not in your household)

What shapes can you see in household items: square, circle, rectangle, and triangle? E.g. photo frame = rectangle.

Colours or types of vehicles from your window.

### Pictogram:



A fun introduction to data handling. Pick from a range of topics such as colours, pets or favourite fruits then click the buttons to add or take away the relevant pictures. Draw your own pictures or select from the picture bank.

**Choose the 'Fruit' template and recreate the pictogram that you were set for home learning in Maths.**

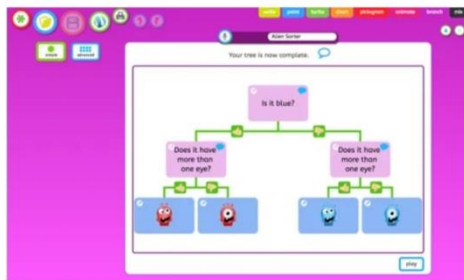
### Animate:



Animate is a tool for creating simple but exciting animations. It is a natural progression for children to draw a picture in paint, then use animate to make part of it move. Make snowflakes fall, crabs scuttle, and cars race.

**Create your own story using the Fairy Tale Characters.**

### Branch:



Branch brings sorting and sequencing to life by making it very simple for pupils to create their own branching database. Select a group of images or words and use yes/no questions to sort them and create a branching database.

**Create a branching database to sort animals - mammal, fish, bird, reptile..**

**Create a branching database to sort dead, alive, never been alive - tree, wooden ladder, pen**

### Mix (e-portfolio):



Blend together any of the other tools into a mini e-portfolio. Add a picture to some text on one page, then move on to an animated story on the next, for example.

**Create a book of all the learning you have completed!**



**Always remember to click the 'save' button - 3<sup>rd</sup> in from top left of the JiT screen.**

For information on how to keep your child safe online, please visit the 'Keeping your Child Safe' page on our website:

<https://www.burlingtoni.kingston.sch.uk/parents/keeping-your-child-safe>