

Apps in Foundation

Dear Parent / Carer,

Please find below a list of apps that will need to be downloaded to your child's iPad by the end of Term One 2019. If you have difficulty in doing this due to poor connection at home, please don't hesitate to ask for assistance at school.

Please note that iPads are **one** of the *tools utilised* in your child's first year at school to enhance the curriculum program in Foundation.

Kind regards,

Edwina Pike

Please Note:

- To protect your child, we ask that location services are disabled for the camera app on iPads, where possible.
- To ensure adults are aware of downloads; when using the App Store: under Free Downloads, please select 'Require Password' setting **on**.
- Please place school-requested apps in folders as outlined below.



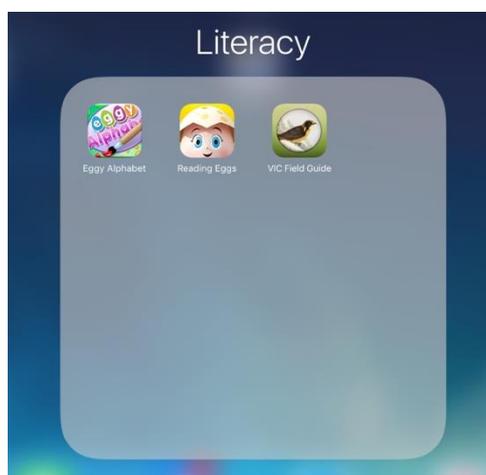
Directional and Artistic Apps :These apps will help children become familiar with their iPad and the various functions and navigational tools when using their device.

(Put these apps in the CODING folder)

	<p>Itsy Bitsy by duck duck moose - A musical book based on the popular children’s song. Follow the spider through the captivating, inter-connected scenes as he goes up the water spout, comes down with the rain, and watches the sun dry up all the rain.</p> <p>This is a great app to make the students experience the directional skills needed to navigate the iPad.</p>
	<p>The Play School Art Maker - is a fun way for kids to freely create pictures, animated movies and story slideshows using their favourite Play School toys and craft items. They can even add their own audio, upload their own photos as backgrounds, and save photos of their art.</p>
	<p>Draw Free - Draw Free for iPad lets you bring ideas to life. It’s fun for both adults and kids alike. A fun way to introduce digital media to the art classroom.</p>
<p>Coding Apps : Coding is a new type of literacy. Just as writing helps you organize your thinking and express your ideas, the same is true for coding. In the past, coding was seen as too difficult for most people. But we think coding should be for everyone, just like writing.</p>	
	<p>Bee-Bot – is an elementary programming application. Using this app allows students to use the directional codes that are used with our real Bee-Bot and Blue-Bot robots.</p> <p>Using the same keypad as the in school floor robot version, the aim is for pupils to solve various challenges by programming a cartoon bee to move around different levels through sequences of forwards, backwards, left and right 90 degree turns. Whereas the physical Bee-Bot requires actual floor space, the Bee-Bot app lets pupils work either individually or in a group on iPad.</p>

	<p>Code-a-pillar is a simple coding app that use the same directional codes as our 'real' Code-a-pillar.</p>
	<p>Scratch Jnr - Coding (or computer programming). As young children code with ScratchJr, they learn how to create and express themselves with the computer, not just to interact with it. In the process, children learn to solve problems and design projects, and they develop sequencing skills that are foundational for later academic success. They also use math and language in a meaningful and motivating context, supporting the development of early-childhood numeracy and literacy. With ScratchJr, children aren't just learning to code, they are coding to learn.</p>

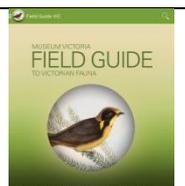
Literacy Apps



Reading Eggs App: Reading Eggs' educational apps are designed by experts to promote real learning on the go. Our colourful and interactive learning apps teach phonics, spelling, vocabulary and sight words. This is levelled and adapts to your child's needs based on a Placement Test set by the teacher.



Eggy Alphabet: this app will support letter and sound recognition, used to consolidate learning through our current literacy program in Foundation.



Museum Victoria Field Guide to Victorian Fauna: an app to explore wildlife from Victoria. Used as a research tool for writing and reading tasks.

Numeracy Apps



	<p>Mathletics – teacher sets tasks related to our math topic for children to complete.</p>
	<p>Targeting Maths K – teacher sets tasks related to our math topic for children to complete. Foundation students</p>
	<p>Mathseeds Play and Learn K</p>
	<p>Playschool Play Time – an app based around the them of ‘Humpty’s Day’, clocks and the passage of time.</p>
<p>Open Web App Apple App Store Chrome Store</p>	<p>Number Frames</p> <p>Number Frames help students structure numbers to 5, 10, 20, and 100. Students use the frames to count, represent, compare, and compute with numbers in a particular range.</p>
<p>Open Web App Apple App Store Chrome Store</p>	<p>Number Line</p> <p>Number Line helps students visualize number sequences and illustrate strategies for counting, comparing, adding, subtracting, multiplying, and dividing. Choose number lines labelled with whole numbers, fractions, decimals, or negative numbers.</p>