

Early Years Update - Week 3



This week has seen our thinking move from Robots to Senses.

From discussions with the children, we found that most children found it difficult to differentiate between robots and human beings, so we decided to investigate the things that make us different from machines. We have briefly looked at our 5 Senses...

For the sense of Touch we have been exploring textures of natural objects outdoors during 'Muddy Monday', the feeling of jelly both before it has been diluted with water and afterwards. This also brought in an element of Science, when we talked about 'diluting' and 'dissolving' the jelly cubes, why we had to apply heat using hot water to dissolve and then apply cold using the fridge to enable the jelly to become an (almost) solid form again.

For the sense of Hearing we talked about sound moving through air in waves, that we have tiny bones in our ears, that sound is also connected to 'vibration', and we made plastic cup and string 'telephones' to experiment with how the sound could travel through the string!

For the sense of Taste we talked about different types of tastes - sour, sweet, bitter, spicy and what kind of tastes we had experienced. Then we tasted lemons, limes, grapefruits and pineapples to see what we thought, introducing vocabulary such as 'sharp' to describe a taste or sensation on the tongue. We have some great photos from this session!

For the sense of Smell we talked about smells evoking memories, and experimented with a range of 'Smelly Bottles', trying to determine what the smells were inside the bottles.

For the sense of Sight we have been describing the different things that we can see in our environment.

And finally, in PE we mixed Physical Development with ICT knowledge, when we paired children up to be robot and programmer. We talked about the human brain being equivalent to a robot computer, but a robot can only do what it has been instructed or 'programmed' to do. The children struggled with this at first, but soon got the hang of blindly following instructions, regardless of whether this made them make a mistake. We set up a pathway for the 'robot' to follow to reach a chair and sit down. The 'programmer' had to tell the robot how many steps to take, in which direction and when to turn, stop etc. This proved to be quite funny in most cases and they soon learned the language of 'de-bugging' their program when it went wrong!

In Phonics we learned the digraphs **ng**, **ai**, **ee**, **oa**, **oo** and the tricky words **are**, **my**, **like** and **this**.

Next week... 'Feelings' and maybe a bit of CSI....!