

Thingeyjaskoli's ICT plan



Students/class	<i>Compulsory assignment</i>	Objectives	Apps and teaching materials
1. class	<i>How to use an i-pad</i>	Get to know how to use i-pad in their study.	I-pads and websites
	<i>Christmas card</i>	-Use electronic study material in a simple form to support work techniques and work methods, -Use simple software/computer programmes for image processing	Canva
	<i>Ozmo</i>	Use electronic and interactive study material	Ozmo
	<i>Unplugged programming</i>	Get to know a simple form of programming	Chess board
	<i>Letters and reading tasks</i>	-Use simple software/computer programmes for simple written assignments. -Use electronic study material in a simple	Grapho Games

		form to support work techniques and work methods.	
	<i>Keywords in i-pads</i>	-Use simple software/computer programmes for simple written assignments. -Use electronic study material in a simple form to support work techniques and work methods.	Anagram
	<i>Working with words and understanding</i>	-Use simple software/computer programmes for simple written assignments. -Use electronic study material in a simple form to support work techniques and work methods.	Orðagull og Orðalykill
2. class	<i>Programming</i>	-Get to know programming -Recognise the different methods of using various technical devices. -Use electronic study material in a simple form to support work techniques and work methods.	Octostudio/ Scratch Junior
	<i>Christmas cards</i>	-Use electronic study material in a simple form to support work techniques and work methods,	Canva

		-Use simple software/computer programmes for image processing	
	<i>Ozmo</i>	Use electronic and interactive study material,	Ozmo
	<i>Letters and reading tasks</i>	-Use simple software/computer programmes for simple written assignments. -Use electronic study material in a simple form to support work techniques and work methods.	Grapho Games
	<i>Keywords in i-pads</i>	-Use simple software/computer programmes for simple written assignments. -Use electronic study material in a simple form to support work techniques and work methods.	Anagram
3. class	<i>Typing/Fingering</i>	Apply basic fingering.	Fingrafimi
	<i>Programming</i>	-Get to know programming -Recognise the different methods of using various technical devices. -Use electronic study material in a simple	Octostudio/ Scratch Junior

		form to support work techniques and work methods.	
	<i>Christmas cards</i>	-Use electronic study material in a simple form to support work techniques and work methods, -Use simple software/computer programmes for image processing	Canva
	<i>Keywords in i-pads</i>	-Use simple software/computer programmes for simple written assignments. -Use electronic study material in a simple form to support work techniques and work methods.	Anagram
	<i>Ozmo</i>	Use electronic and interactive study material,	Ozmo
	<i>Working with words and understanding</i>	-Use simple software/computer programmes for simple written assignments. -Use electronic study material in a simple form to support work techniques and work methods.	Orðagull og Orðalykill

4. class	<i>Writing</i>	Use software/computer programmes for written assignments and presentation of statistical data.	Google Docs
	<i>Typing-fingering</i>	Apply basic fingering.	Fingrafimi
	<i>Programming</i>	-Get to know programming -Recognise the different methods of using various technical devices. -Use electronic study material in a simple form to support work techniques and work methods.	Octostudio/Scratch Junior
	<i>Christmas cards</i>	-Use software/computer programmes for web design, making short films and sound and music processing, -Use software/computer programmes for web design.	Canva
	<i>E-mails</i>	Get to know how to use electronic mail application	Gmail
	<i>Ozmo</i>	Use electronic and interactive study	Ozmo

		material	
	<i>Keywords in i-pads</i>	-Use simple software/computer programmes for simple written assignments. -Use electronic study material in a simple form to support work techniques and work methods.	Anagram
	<i>Working with words and understanding</i>	-Use simple software/computer programmes for simple written assignments. -Use electronic study material in a simple form to support work techniques and work methods.	Orðagull og Orðalykill
5. - 7. classes	<i>Christmas cards</i>	Use software/computer programmes for web design, making short films and sound and music processing.	Canva
	<i>Ozmo</i>	Use software/computer for problem solving.	Ozmo Tangram og numbers
	<i>Typing/fingering</i>	Apply correct fingering.	Ten fast fingers.
	<i>E-mails</i>	Get to know how to use electronic mail application	G-mail

	<i>Programming</i>	<ul style="list-style-type: none"> -Get used to programming -Recognise the different methods of using various technical devices. -Use electronic study material in a simple form to support work techniques and work methods. 	Code.org/Scratch/CoSpaces
	<i>Safe internet</i>	<ul style="list-style-type: none"> -Show responsibility in handling information, -Follow simple rules for responsible web usage and be aware of their moral value. 	https://www.saft.is/
	<i>Google Classroom</i>	Work independently and learn to take responsibility for their study progress,	Google Classroom
	<i>Google Sheet in mathematics</i>	Use software/computer programmes for simple presentation of statistical data.	Google Sheet
	<i>Helperbird</i>	Use to a full extent the possibilities of various technical devices in an effective and systematic manner	Helperbird, Safari's extensions in ipads.
8.-10. classes	<i>All projects are returned in Google Classroom</i>	<ul style="list-style-type: none"> -Work independently and take responsibility for their study progress. -Use to a full extent the possibilities of various technical devices in an effective and systematic manner. 	Google Classroom

<i>Students can see all schedules in Google Classroom</i>	Work independently and take responsibility for their study progress.	Google Classroom
<i>Google Sheet in mathematics</i>	Use software/computer programmes for complex presentation of statistical data.	Google Sheet
<i>Geogebra in mathematics</i>	Use software/computer programmes for complex presentation of geographic data.	Geogebra
<i>Google Docs in written projects</i>	Use software and computer programmes for simple structuring and presentation of written material.	Google Docs
<i>Typing</i>	Apply correct fingerings	Ten Fast Fingers
<i>Programming</i>	Use software for programming and communication in a creative manner.	code.org/Scratch/CoSpaces
<i>Helperbird</i>	Use to a full extent the possibilities of various technical devices in an effective and systematic manner	Helperbird, Safari's extensions in ipads.
<i>Safe internet</i>	-Show responsibility in handling information, -Follow simple rules for responsible web usage and be aware of their moral value.	https://www.saft.is/
<i>Our autumn play- Project and</i>	-Use software/computer programmes for	Google Sites, Canva

	<i>advertising team</i>	web design, making short films and sound and music processing, -Use software/computer programmes for web design.	
	<i>Christmas card</i>	Use software/computer programmes for web design, making short films and sound and music processing, Use software/computer programmes for web design.	Canva
	<i>Email</i>	-Show responsibility in handling information. -Follow simple rules for responsible web usage and be aware of their moral value.	Gmail
	<i>AI</i>	-Use AI to increase their knowledge and understanding. -Show responsibility in the usage of AI.	
	<i>3-d printing</i>	Use software for programming and communication in a creative manner.	Inkscape
	<i>Vinilcutter</i>	Use software for programming and communication in a creative manner.	Inkscape

