Starters and Plenaries for ICT - Ideas

Similar Words

Activity: Give the class a word, eg authorisation. In groups of 2/3 they should come up with

as many similar words as possible - eg: authority, authorise, allow, let, permit etc.

Could be part of a competition to see who can find the most.

Aim: To develop understanding of the meaning of a new word or words and to help the

students to remember that word. Fits in nicely with literacy.

Time: 2 minutes.

Making Words out of Another

Activity: Give the class a word, eg authentication. In groups of 2/3 they should find as

many words within that word as possible - eg: then, cat, nation.

Aim: To help the students to remember that word. Fits in nicely with literacy.

Time: 2 minutes.

Typing Tutor

Activity: Use a typing tutor at some point during the lesson.

Aim: To develop typing skills and hence improve speed of keyboard input.

Time: 10 minutes.

True / False

Activity: Give each student a red, yellow and green card. Ask questions related to the topic

you're about to teach or have already taught. If they agree with the statement they hold up the Green card, if they disagree they hold up the red card and if they're not

sure they hold up the yellow card.

Aim: To introduce a topic and gauge pupils' understanding to help inform teaching. To

see how well pupils have understood a topic. To involve every student in the class. To be used as a pre-cursor to a discussion based topic involving opinions.

Time: 2-3 minutes.

Chat Room

Activity: Use a chat room to ask a question. You can then clearly identify who is first to

answer correctly and reward accordingly. It is best to use a chat room you have

control over, eg schoolmaster.net

Aim: To involve every student in the class in providing an answer and to encourage

them to be 'on the ball' right from the start. Can also be used as part of teaching

students about chat rooms.

Time: 5-8 minutes includes loading up the chat room and logging on etc.

How Many?

Activity: Give the students a topic - eg Word Processor, Input Devices, Storage Devices

etc. In groups of 2 or 3 students should list as many of as possible. Eg: List as many storage devices as you can, list as many features of a Word Processor as

you can.

Aim: To introduce a topic and gauge pupils' understanding to help inform teaching. To

see how well pupils have understood a topic. For students to learn from their

peers in their groups.

Time: 2-4 minutes.

White Board Lists

Activity: Put 3 or 4 titles across the top of the Whiteboard. Provide students each with a

different picture or word and ask them to put the picture / word under the appropriate category using blue-tac. For example, put Input Devices, Output Devices and Storage Devices on the board and give the students pictures of

different devices.

Aim: To involve every student in the class. This can be used to help inform teaching or

as an introduction to or plenary for a topic.

Time: 2-4 minutes.

Missing Words

Activity: Provide a set of sentences. Students are expected to fill in the missing gaps. You

decide whether or not to provide them with the words.

Aim: To introduce a topic and gauge pupils' understanding to help inform teaching. To

see how well pupils have understood a topic. Fits in nicely with Literacy

Time: 2-6 minutes.

Computerised Quiz

Activity: Provide the students with an on-line quiz. There are lots of pre-written quizzes out

there like the GCSE ICT Companion from www.cedar.u-net.com or you can make quizzes using free software like Question Tools from http://www.questiontools.com/

Aim: To introduce a topic and gauge pupils' understanding to help inform teaching. To

see how well pupils have understood a topic. To test students.

Time: 2-10 minutes.

Appropriate Clipart

Activity: Read out a setting (eg Gardener's Newsletter). Students should find an

appropriate piece of clipart for that situation.

Aim: To develop students' thinking about how to present information appropriately for an

audience.

Time: 5-8 minutes.

Today we have learned . . .

Activity: Start the class with a sentence "Today we have learned . . . ". Each student has to

come up with one word at a time.

Aim: To involve every student in the activity. To check pupils have understood a topic.

For students to work together.

Time: 2-4 minutes.

Hot Seat

Activity: Either a student or the teacher or a panel of students is placed in the 'hot seat'.

Everyone has to ask a question to the person in the hot seat about the topic they

have just learned.

Aim: For students to think about what they have learned by challenging someone else.

For students to try and 'catch out' the teacher by asking complicated questions and

at the same time developing their thinking skills.

Time: 3-6 minutes.

Dominoes

Activity: Use pieces of card split into 2 halves. The first half has a 'solution' and the second half has a 'question':

Start with any student in the class who will read out their question. The person with the answer should read out the answer and then ask the next question and so on. For example:

Record	What is a set of information about a single
	person, thing, place or event called?

This can be modified to have pictures as either the question or the solution.

Aim: To involve every student in paying attention to every question in case they have

the answer. To see how well students have understood a topic. To re-cap on a

topic taught previously.

Time: 5-8 minutes.

VDU Whiteboards

Activity: Each student should use their monitor as a 'whiteboard' to answer a question. The

teacher will ask a question and every student should use a large font size to answer the question on their screen. This is only useful if the teacher can see every screen. It also saves on handing out whiteboards and pens to every student.

Aim: To involve every single student in answering the question. For the teacher to

identify how well the class or individual students have understood the work.

Time: 2-5 minutes.