



## TEACHER CARDS

# ICT

Information and Computer Technology

# 11



- Weblinks
- Digital Video
- Software

Module

# 11



[www.gaa.ie](http://www.gaa.ie)



## Strand: ICT and the GAA

A large amount of the activities in this programme can be integrated with ICT. While some are mentioned in the different subject areas, the following is a comprehensive list.

- Create a newspaper article about a GAA match: Make sure to include a report of the game, an interview with the manager and player of the match and illustrations. If possible scan pictures to supplement the article. This can be done using Microsoft Publisher.
- Produce a player profile in Irish/English using Microsoft Word/Creative Writer, pictures can be scanned or copied and pasted.
- Become a partner of a school in another county.
- Prepare a PowerPoint presentation of their SESE GAA projects.
  - Exchange county profiles including geographical information of the county/club grounds etc.
  - Allow the pupils to exchange e-mails about school teams, sporting interests, and school facilities.
  - Post the children's GAA poems/stories/pictures/projects on the school website and create links to some of the websites below.

### Weblinks

Use the following websites to research information about the GAA and complete a project.

**[www.gaa.ie](http://www.gaa.ie)**

**[www.rounders.ie](http://www.rounders.ie)**

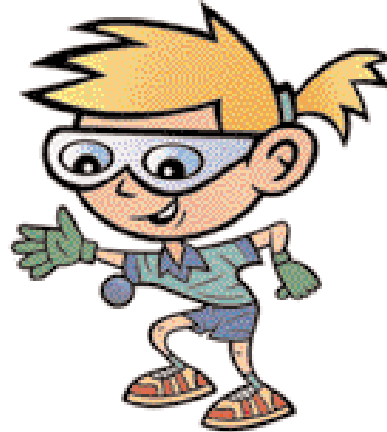
**[www.handball.ie](http://www.handball.ie)**

**[www.cul4kidz.com](http://www.cul4kidz.com)**

**[www.camogie.ie](http://www.camogie.ie)**

**[www.modeleducation.ie](http://www.modeleducation.ie)**

**[www.ladiesgaelic.ie](http://www.ladiesgaelic.ie)**



- In the geography the children could use [www.aireland.ie/routes](http://www.aireland.ie/routes) to plan a route to a match from their home. Another idea is to use the Google Earth website to locate Croke Park, their school grounds etc. To develop this idea the digital projector could be used to have a class discussion on geographical features.
- There are some excellent websites referenced in the science section which could be useful for planning lessons or for allowing the pupils to acquire knowledge.
- Review the websites used to evaluate their usefulness.

### Digital video

ICT helps pupils learn in PE by promoting and developing ownership of their work and the directions they choose to take. This can have a positive effect on their motivation and degree of engagement in their work. It helps in their choice of learning style and so promotes greater independence.



## Making Progress in Games Through Using Digital Video.

Digital Video can help the children understand progression in the skills of the game as well as giving the pupils an opportunity to analyse tactics, positions and the role of team management. It can be explained how this is a growing feature with inter-county teams.

The use of digital video can allow the pupils recognize the progression

- From introduction to the skills to developing a range of skills that show improved control and coordination, and then to refining and extending these skills and being able to perform them with some accuracy, consistency and fluency
  - From the simple selection and application of skills in a series or in combination to the planning and use of more complex sequences and games strategies
  - From being able to describe what they see being performed to making simple evaluations of performance and being able to use this information to improve the quality of their work.
- This progression can be recognized through videoing the progression during PE classes e.g. hurling/camogie skills. This will also promote a more positive attitude to the lesson and the games. Having viewed the progression of skills the pupils could put themselves in the role of a match analyst. Through organization of a "Go-Games" blitz the pupils select a manager who will watch the game and highlight the positive contribution of all players. The pupils who are more positionally aware during games may be best suited to start this activity. These aspects are closely interlinked. For example, the evaluating and improving of performance should take into account the relationship between developing, selecting and applying skills, tactics and compositional ideas, and fitness and health.

## Further Integration

Other uses of digital video are:

- To allow individual children conduct video interviews with GAA players from different eras
- To video Irish commentary and games
- To video work on SESE projects



## Software section

### ***Who Nabbed Sam?***

#### **What is 'Who Nabbed Sam' ?**

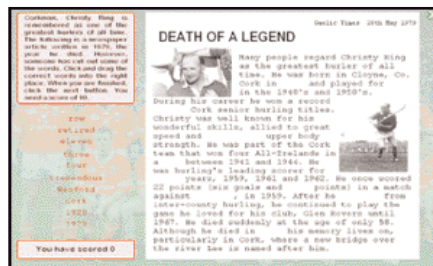
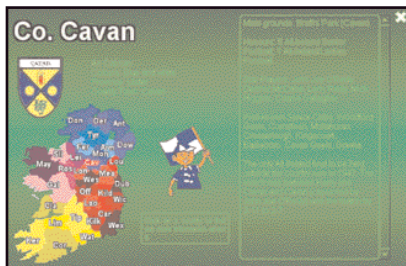
*Who Nabbed Sam?* is an educational software application, designed for pupils in senior classes of Irish primary schools. Designed and produced by Irish teachers Robbie O'Leary and Simon Lewis, it utilises high quality colour and monochrome photographs and graphics, action-packed video clips of famous games and players and a high level of interactivity to engage pupils in an ingenious quest to rescue the Sam Maguire Cup from the hands of a thief. In order to do so, pupils take on the role of virtual detectives and must visit each of Ireland's 32 counties to solve problems and unravel clues, which will lead them to the identity of the villain.



## What's so special about this program?

This program is unique in a number of ways:

- It has been designed and produced entirely in Ireland, by Irish teachers for Irish children.
- All of the content is based on Gaelic Games, and encompasses Gaelic Football, Hurling, Ladies Football and Camogie, as well as Handball and International Rules. It delves back into the early days of the GAA, and features famous games and players from both the old and modern eras.
- It is a truly cross-curricular application, and engages pupils in activities that involve English language development, Gaeilge, Mathematics, History and Geography.



## Where does it fit in?

*Who Nabbed Sam?* is based solidly on the principles of the Revised Primary Curriculum and on the Teacher Guidelines for the use of ICT in primary education as produced by the National Council for Curriculum and Assessment, including:

- The importance of the child being an active agent in his or her learning
- The centrality of language
- The benefits of collaborative learning
- The effectiveness of guided activity and discovery methods

Pupils have a range of curricular activities to complete, in a variety of subject areas:

From time to time they will need to consult the InfoPad, a unique database of information on every county in Ireland:

