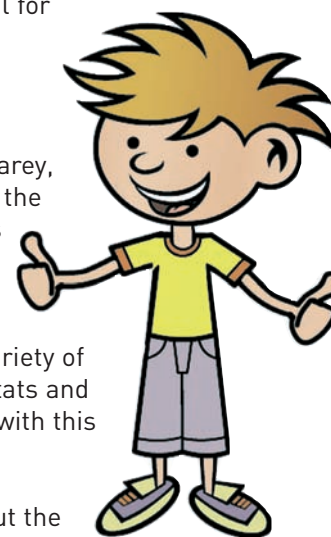**TEACHER NOTES**

ICT

Weblinks

All the material from Céim ar Aghaidh, as well as supplementary material for gaelscoileanna, language teachers and SEN teachers, is available at www.ceim.gaa.ie.

There is additional material to the Céim Ar Aghaidh DVD available at www.rte.ie/gaa. This includes interviews with RTE panelists such as DJ Carey, Pat Spillane and Dara Ó Cinnéide. Also available are photo galleries from the recent All Ireland finals, match reports written by young fans in the "Fans Views" section, video footage of recent games and match commentary by Micheál Ó Muircheartaigh.

www.cúl4kidz.com is the official GAA website for children. It contains a variety of interesting and exciting material like CúlStars interviews, CúlBytes, CúlStats and GAA history. It would be an ideal starting point for all projects connected with this resource.

www.gamesdevelopment.gaa.ie contains a huge array of information about the GAA coaching resources as well as more information about Fun Do.

The following websites could be used to research information about the GAA and to complete integrated projects.

www.gaa.ie	**www.rounders.ie**
www.handball.ie	**www.cul4kidz.com**
www.camogie.ie	**www.modeleducation.ie**
www.ladiesgaelic.ie	**www.webwise.ie**
www.bordbia.ie	**www.safefood.ie**

Software

'Who Nabbed Sam?' is an educational software application, designed for pupils in senior classes of Irish primary schools. It was designed and produced by Irish teachers Robbie O'Leary and Simon Lewis. 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 the past and present. It is a cross-curricular application and engages pupils in activities that involve English language development, Gaeilge, mathematics, history and geography.

Digital Video

ICT helps pupils learn in PE and other subjects 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, as a consequence, promotes greater independence.

Making Progress In Games Through Use Of Digital Video

Digital video can help the children understand how players progress in the skills of Gaelic Games. The pupils could record their progress during each stage of the U Can Skill Awards. (More information about the U Can Skill Awards can be found in the GAA Fun Do Resource.)

The use of digital video means the pupils can see how they progress from their initial introduction to specific skills, through to developing a range of skills that lead to improved control and coordination, and then to refining and extending these skills and being able to perform them with greater accuracy, consistency and fluency.

www.cul4kidz.com

Digital video can also be used for the simple selection and application of skills, in a series or in combination, as well as for the planning and use of more complex sequences and games' strategies.

The pupils can use digital video to describe what they see being performed so that they can make simple evaluations of performance and then use this information to improve the quality of their own work.

Pupils' progress in mastering various skills can be assessed by videoing them during PE classes e.g. hurling/camogie skills. This will also promote a more positive attitude to the lesson and the games.

Other possible uses of digital video:

1. Allow individual children to conduct video interviews with GAA players from different eras.

2. Video Irish commentary and games.

3. Video work on SESE projects.

Digital Camera

Digital cameras have many advantages. The pictures are immediately available, they are saved in graphic format and they are easily transferred from the camera to the computer.

When students 'pass' the required training and demonstrate the required knowledge of the careful handling rules, you could take their picture with the camera, and issue an 'Official Photographer' pass with their picture on the front and the safety rules printed on the back as a reminder. Whenever a student is to use the camera, he or she could show the pass – just like a photographer for a newspaper would carry a pass to a GAA match.

To support the English curriculum the pupils could take pictures during a match or Go Games blitz and compile these into a slide show using a programme such as powerpoint. They could insert these photos into their GAA magazine. It is important to be aware of child protection legislation when publishing photographs on school websites.

To support the Gaeilge curriculum the children could take photographs of GAA objects such as a 'clogad', print out the photograph and label it for word recognition.