Activity: Dance like a digital thing.

This activity supports children to build their understanding of digital things and how they behave. This physical activity uses kinaesthetic learning and movement to allow children to build and share their understanding that there are digital things in the world and to think about and express some of the attributes they recognise in digital things.

Readiness

Children are ready for this activity when they can identify digital things. If children are having difficulty with this activity you may like to have conversations about living things, non-living things and digital things;

"That is a plant. It is a living thing." "Yes, a TV is a digital thing."

"That is a rock. It is a non-living thing."

Other Playing IT Safe activities to further explore who uses digital things include:

- Build ourselves a robot
- There are digital things

Description

Introduce the activity by talking to the children about what digital things they know. This is an opportunity to talk again about living things, non-living things and digital things – let the children's responses guide the conversation.

You should then ask children, "what are digital things like?" You can get them to share words, or demonstrate with a movement or two to begin with.

Next, say it is time to dance like a digital thing and play some digital music that encourages robot and machine-like dancing and movement.

As you scaffold this activity, you can have children dance like other things such as water, animals, trees and have some time to reflect on how different things (living, non-living and digital) move when we dance like them.

Playing IT Safe
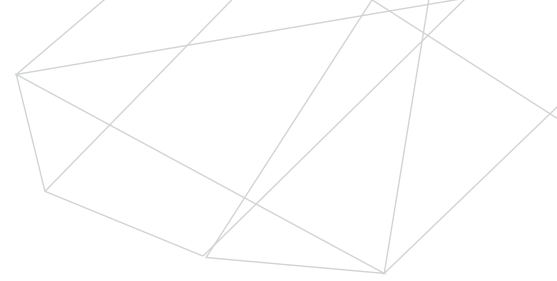
Resources required

Bluetooth speakers or device to play music on.

Music that inspires digital thinking (see recommendations).

Open ended play

You can support children's learning in this activity by:

- Choosing different types of music to encourage their movement
- Participating and modelling moving like a machine
- Encouraging and describing the different movements and dances children are doing to extend their vocabulary and ways of thinking about digital things.

Music Recomendations

- Regurgiutator's Pogogo Show
  pogogoshow.com
- Any music by Lullatone
  lullatone.com
- Playsoundz' Electronic Music for Children -
  playsoundz.bandcamp.com/album/electronic-music-for-children

Learning statement

<Name of child/ren> has/have demonstrated an understanding of the attributes of digital things through physical, gross motor movement and dance. They have listened to music and interpreted their own actions and movements to freely behave and dance like a digital thing. Children have also been able to move in different ways that are not like digital things, but like water or animals, and in doing so have demonstrated an understanding that there are differences and similarities between living things, non-living things and digital things.

Alignment

Outcome 3: Children have a strong sense of well-being.

Children become strong in their social and emotional wellbeing. This is evident when children:

- Demonstrate enjoyment and enthusiasm for dancing and being physically active

Outcome 4: Children are confident and involved learners.

Children transfer and adapt what they have learned from one context to another. This is evident when children:

- Are able to physically represent the idea of a digital thing through movement and dance to music.