Major Focus – People in Place
Strand – Using Maps, Human/Physical Interactions and Human Environment

Strand	Attainment target	Game	Level	Pupil experiences	Assessment	Evaluation
Using Maps Developing an understanding of location and the features of maps	Identifying main features on a simply map (eg. school, road, park)	1	A	Activity - pupils take a close look at the builidings and spaces in Happy Town. Pupils use the buildings buttons to view a selection of houses, amenities, services and green spaces and receive audio information about them.	Pupils receive positive or critical feedback from the Happy Gang during the game.	
Human/Physical environment Developing an understanding of the interaction between people and the environment.	Be aware of the ways in which people use land for work and leisure in a settlement	1	A	Activity - pupils make decisions and place appropriate buildings in the empty spaces shown in Happy Town.	Pupils receive positive or critical feedback from the Happy Gang about the choices they make as they progress through the game.	
Human Environment Developing an understanding of the patterns of human activity on the Earth´s surface.	Be aware of some main features of the built environment in a simple settlement.	2	A	Activity – pupils click on the post office, farm, supermarket and house, take a look inside each building and answer simple questions	Pupils can only move onto the next activity if they answer questions and play game correctly. Feedback will be given by the Happy Gang.	
		2	B	Activity – pupils click on hot spots and answer questions in each building to find out about what goes on inside.	Pupils successfully complete game.	

Major Focus - People and Place
Strand - Human-Physical Interactions

Strand	Attainment target	Page	Level	Pupil experiences	Assessment	Evaluation
The Human Environment	Compare and contrast buildings in Scotland with those elsewhere.	What? Where? When? Why?	B	Activity – pupils click on What? Where? When? Why? buttons for further audio and visual learning about buildings.	Pupils successfully navigate information areas.	

ICT FORWARD PLAN

Strand	Main features of the strand	Attainment target	Level	Assessment	Evaluation
Using the technology	The computer interface	Use a mouse to point/click and navigate through suitable applications	A	Pupils successfully use the mouse to activate the up, down, left and right arrows to explore the map in Game 1	
	Hardware and responsible use	Start up/shut down the computer	A	Safe use	
	The computer interface	Use menus and further mouse controls	B	Pupils successfully use the ´building buttons´ menus in game 1 and double click, drag icons.	
	Hardware and responsible use	Start and close an application	B	Responsible access	
Searching and researching	Where to search	Recognise information can be found electronically	A/B	Regular, independent access to web sites	
	How to search	Look at websites with teacher help	A	Level of support required	
	How to search	Use bookmarks set by the teacher to access websites	B	Teacher observation	
	How to extract information	Discuss important features of the site and begin to use extracted information	A/B	Ways in which learning has been used	
	How to evaluate the results	Ask questions and check information from a variety of sources	A/B	Pupils make full use of the feedback provided by the Happy Gang in Game 1 and check the audio and visual information in the What? Where? When? and Why? areas to make informed decisions and improve on initial choices	
Controlling and modelling	Control software and operations	Use the mouse pointer in different directions and to reposition graphics	A/B	Pupils successfully use the mouse to activate the up, down, left and right arrows to explore the map in Game 1	