

Core Skills Analysis

Information and Communication Technology (ICT)

- Hardy learned basic navigation and interaction within a digital gaming environment by engaging with Roblox, fostering early computer literacy.
- The activity likely enhanced problem-solving skills as Hardy explored 'Dead Rails' game mechanics, understanding cause and effect in virtual settings.
- Engagement with Roblox supports understanding of simple programming concepts such as sequencing and logical order through game play.
- Participation in an online platform introduced concepts of digital citizenship and safe interactions, foundational for ICT learning at this age.

Tips

To deepen Hardy's ICT skills and understanding from the Roblox 'Dead Rails' activity, encourage exploration of game creation tools within Roblox Studio under supervision to foster creativity and basic coding. Integrate discussions about internet safety and respectful online behavior to promote digital citizenship values early on. Pair gameplay with drawing or storytelling exercises where Hardy can design his own game scenes or narrate adventures that reflect game dynamics. Lastly, use simple coding toys or apps for beginners to build logical sequencing skills in a tangible, hands-on way.

Book Recommendations

- [Dot.](#) by Randi Zuckerberg: A playful story about a girl who uses technology creatively, inspiring young readers to explore the digital world positively.
- [Hello Ruby: Adventures in Coding](#) by Linda Liukas: This book introduces coding concepts to children using engaging storytelling and fun activities.
- [Roblox Top Code Tips: Beginner Coding Guide for Kids](#) by F.T. Bradley: A beginner-friendly guide that introduces kids to coding within the popular Roblox platform.

Learning Standards

- KS1 Computing: Understand what algorithms are; how they are implemented as programs on digital devices (National Curriculum: Computing Programmes of Study, Years 1 & 2)
- KS1 Computing: Use logical reasoning to predict the behaviour of simple programs
- KS1 Computing: Recognise common uses of information technology beyond school
- KS1 Personal, Social and Emotional Development: Make safe and responsible use of ICT (linked to digital citizenship)

Try This Next

- Create a simple storyboard where Hardy imagines a new level or character for the 'Dead Rails' game, encouraging narrative and design skills.
- Use a sequencing worksheet to order events from the game, reinforcing logical thinking and understanding of cause and effect.