TTS Rechargeable Easi-Cars (EY11831)

In this case study, Claire Shaw, from St Matthew's Primary School, discusses the different ways in which the Easi-Cars were used with the children and the learning that took place.

Background Information

St. Matthew's is a two form entry Church of England Primary School situated very close to the town centre of Bolton. We embrace a child-centred approach to learning, celebrating each individual's achievements and encouraging all children to realise their full potential. Our school has a high number of pupil premium children (50+%).

As a school, we have a whole range of computing resources for teaching our computer science unit but found that the majority of these resources were not accessible for our younger students. Children start to look at Bee-Bots whilst in Reception class but cannot use them to their full potential. Having the Easi-Cars allows the children to explore and experiment with control technology.

With this resource, we are looking at developing children's computing skills to ensure that children enter Year 1 with a strong foundation. Children will develop their problem-solving abilities, and questioning skills with the Easi-Cars. They are also a great resource that can be introduced to our Nursery class.

How were the Easi-Cars used?

This resource was used in a couple of different ways. We used it within a Reception classroom setting, allowing the children the opportunity to explore the Easi-Cars and figure out how to make them move. In the upcoming school year, the Easi-Cars will be based in EYFS, and will be accessed by both Nursery and the Reception classes.

Some of our SEN children (in Y1 and Y2) with more severe needs also used this resource. The aim was to include them within the class computing lessons with a resource that they could easily access.

We also used them in the after-school computing club for Y1 and Y2. In the last session of term, the children got to explore the Easi-Cars, and they were a firm hit. The idea of the after-school clubs was for the children to explore a range of different resources and find out how they could use them.

Impact and outcomes

Reception class
As the session went on children were gaining confidence with controlling the Easi-Cars. They were able to make the cars go where they wanted them to go with ease.

SEN
The Easi-Cars were thoroughly enjoyed by the SEN children. They had great enjoyment exploring the Easi-Cars and experimenting with the moving of them. Just having the two buttons on the control was useful as they were able to understand how to move them more easily. In the next computing session, they wanted to use them again. We will definitely use them again with more SEN children too.

Afterschool club (Y1/Y2)
The children had fun exploring them. After understanding how the cars could be moved, children could follow set routes made from tape on the floor. They then wanted to make their own maps for the cars to follow. This was developing their teamwork and problem thinking skills. They had to work out how to control their cars to move in a specific direction.
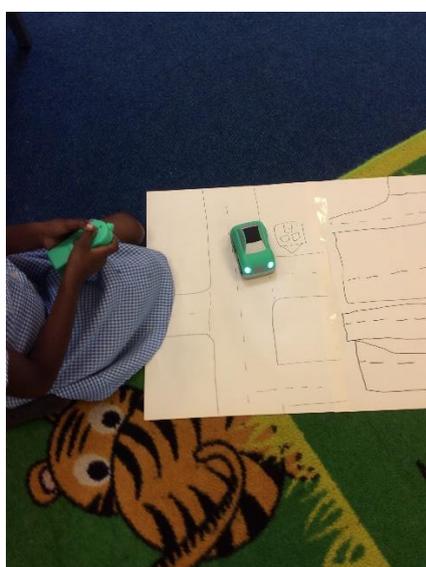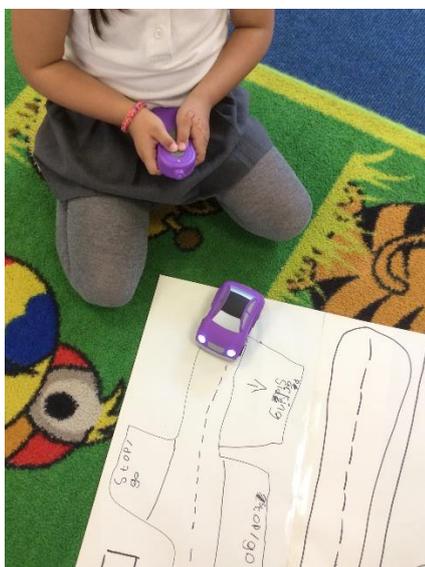
With thanks to Claire Shaw from St Matthew's C of E Primary School for writing and sharing this case study with us.