

Series of 6+ Lessons

Pupils play with remote control toys and devices to learn to create outcomes. E.g. it moves turns around and goes over there. They may understand that learn how to spot where they went wrong.

Objectives



I can control a remote-control toy.

I can make it go to a specific point.

I may be able to change the way I control it when it doesn't go where I want to .

ELG, P Levels and NC Objectives

ELG 15 Technology: children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes

Activity/Lesson 1/2

Remote control Toys – introduction

Model how to take a remote control car and move it round the room.

Allow the pupils to have a go as soon as they want to .



Depending on pupil's confidence and ability:

- Pair the pupils to do the activity for themselves
- Put obstacles in the way on the floor get them to navigate round.
- Have races with others to go round a very simple course
- Encourage the pupils to think of ways to use the cars.
 - Can they follow each other: two, three or 4 cars ?
 - From how far away can the cars be controlled with the remote?
 - Does it work round corners?
 - Are some faster than others
 - How long does the battery last – does the car or remote die first?

Allow plenty of time for play but stop before they get bored.

This may well last for two sessions or more.

Extension: Who else uses remote control vehicles? Police, army, journalists and lots more.

Activity/Lesson 3/6

Remote Control Toys – Purposeful play

Remind the pupils how they use the remote-control cars.

Allow the pupils to have a short play as soon as they are ready.



Depending on pupil's confidence and ability:

- Set up more complex set of obstacles the floor get them to navigate round. This could be timed or have races with others to go round
- Get them to follow each other: two, three or 4 cars each taking a turn to be first. (synchronised R Cars)
- How accurately can they follow a line on the floor (Masking tape)

Try these more difficult and frustrating activities

- Set up too many obstacles in a small area so the cars get stuck – can they manoeuvre their way out? May take several goes.
- Encourage this problem solving aspect eg when the car disappears round a corner, goes under a trolley, chair

- Encourage more complex mazes and challenge each other to do each others – consider a simple scoring system.

Allow plenty of time for play but stop before they get bored.

This may well last for two sessions or more.

More Lessons to extend the use of the RC cars in year 2

Allow the pupils to make up more racing, following, story games and try them out on their peers.

Set up competitions for different terrain – get the pupils to predict which would work better.

Compare to other Remote Control vehicles from experience and the internet.

Create their own drawings of RC vehicles and explain how they work.

Extension: Why would you use a remote control vehicle, in bomb disposal, looking for survivors of disasters?