



UPORABA IKT PRI PRIPRAVI IN IZVEDBI POUKA

PREPARING AND REALIZING LESSONS USING ICT

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Povzetek

V najini predstavitvi z učenci 1. razreda devetletke predstavljamo, kako so učenci ob uporabi IKT (informacijsko-komunikacijske tehnologije) dosegli cilj: znajo določiti začetni in končni glas v besedah. Ker so učenci stari šest let, je pri doseganju tega cilja najpomembnejša igra. Računalniške igre same po sebi šestletnike najbolj motivirajo. Različne didaktično-metodične igre so zelo pomembne pri samem začetnem usvajanju znanj. Igre v računalniških programih so velika popestritev za pouk. In ne samo to, v računalniški učilnici vsak učenec ob svojem računalniku naredi toliko, kolikor je sposoben. V najinem prispevku so predstavljene različne igre, ki so narejene večinoma v programu Hot Potatoes. S pomočjo teh iger so učenci veliko hitreje dosegli zgoraj navedeni cilj. Predstavljene so igre, v katerih učenci na različne načine usvajajo in utrjujejo znanje – Spomin, Gradimo stolpe, Iščemo vsiljivca in druge. Za vsako igro je napisano navodilo za delo, ob tem pa je dodana še slika vsake igre. Svoj prispevek zaključujeva z ugotovitvami usvajanja zgoraj navedenega cilja ob računalniških igrah v programu Hot Potatoes.

Abstract

In our presentation we are aiming to present how the 1st class pupils of a 9-year primary school managed to reach the determined goal with the help of ICT (information communication technology): they know how to determine the initial and the final sound in words. The pupils are only 6 years old, therefore, games are of key importance in reaching this goal. Computer games, obviously, motivate 6-year-olds by themselves. Various didactic- methodical games are very important in initial adoption of knowledge. Games in computer programmes



are a huge variegation in every lesson. Even more, in the ICT classroom every pupil uses his or her computer to do as much as he or she is able to do. Our article introduces various games which are mostly made in the Hot Potatoes programme. With the help of these games the pupils reached the aforementioned goal faster. These games are meant for the pupils to adopt and consolidate their knowledge in various ways. These games are: Memory (Spomin), Let's build towers (Gradimo stolpe), Find the intruder (Iščemo vsiljivca), etc. Every game includes written instructions and a picture of the game. We end our presentation with the findings regarding adoption of the aforementioned goal with the help of computer games in the Hot Potatoes programme.