



[Tomakomai Sumire Nursery School / 5-year-old children] (2023.05.10)

Tomakomai Sumire Nursery School in Tomakomai, Hokkaido is using Springin' Classroom for programming activities with the 5-year-old children.

Class Outline

About the Activities

Class theme: Programming

Time required: Depends on curriculum (30 minutes, 2 x 20 minutes, or 2 x 30 minutes)

Devices: iPad

Use of teaching materials: STEAM teaching materials are used. Teaching materials are used as support while creating and facilitating the curriculum.

Teachers in Charge/ Subjects

Teachers: Mainly taught by class teachers and teachers adept at programming.

Target class: Mainly 5-year-old classes.

(3- and 4-year-old classes are also available)

Annual Curriculum

Original curriculum inspired by STEAM materials.

(Annual Curriculum)

Apr.

- 1st "Making a frame" 30min.
- 2nd "Pictures and Sounds" 30min.
- 3rd "Farm Games" 20min. × 2

May

- 4th "Photo collection and sound changes in the nursery" 30min.
- 5th "Adding sound to photos" 30min

Jun.

- 6th "Let's collect sounds in the room." 20min. × 2

Jul.

- 7th "Let's collect sounds." 30min.

Aug.

- 8th "How to change pages" 20min. × 2

Sep.

- 9th "How to change pages review" 30min.
- 10th "Making picture books part 1" 20min. × 2

Oct.

- 11th "Making picture books part 2" 30min.

Nov.

- 12th "Picture book presentations" 30min.

After Dec.

Creating their favorite games
and playing freely with pictures and photos.

In this article, we will report on the "Photo collection with sound" activity at the nursery school!

"Photo collection with sound in the nursery school"

The teacher explains what kind of activities children will do .

We want you to take pictures of your favorite places / objects in the nursery and add sounds into the collected objects. As for the sounds to be added, we thought it would be interesting to pair them with the names of the objects photographed but also the wonderful colors and shapes found in the nursery school.

Feel free to add any shape or color you like!

STEP 1: Take pictures of your favorite places/things in the nursery school!

- Each child takes 4 pictures of his/her favorite place or object in the nursery school.
- Rule: Two children share one iPad. When the first child finishes shooting, the second child takes his/her turn.



If they get a good shot, they save it.



The children are checking with each other to see how many pictures they have taken.



They also share the photos they take with their teachers.

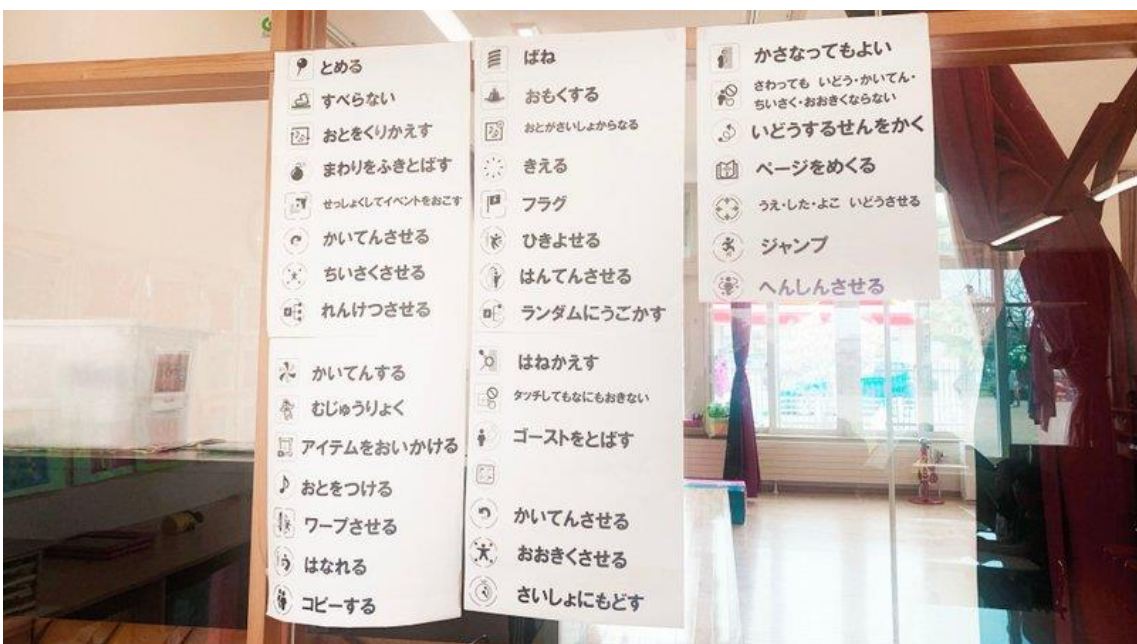
STEP 2: Let's add your favorite sound to your photo!

Children turn the photos they have taken into items and place them on the development screen.

They record their original sounds and add them to the item.

There is also a list of actions posted in the classroom.

The list is written into easy-to-understand language, making it easy for children to understand.



Programming Actions List

- Children capturing sounds with the recording function.

It is impressive to see the children calling out to each other "Shh 🤫 I'm recording a sound" and also share interesting sounds with others after they are recorded.



- Editing sounds



- After editing, select the sound you want to use and...



- You`re done!

When children have finished making their projects, they play with their friends' projects. They share each other's projects.



Teacher`s Comments 💡

Q What do teachers keep in mind when children are programming?

“Children have much more imagination than adults. However, there are children who are good at programming and children who are not so good at it, so I try not to force it on them and focus on getting them used to it in a fun way.”

Comments from Nursery School Principal Takashima

Here are some of the ways in which the program was designed to keep children who finished their project early or who were interested in other things from getting bored.

Explore STEAM materials or the teacher’s original work

While playing, children came up with interesting tricks and immediately tried them out on the development screen.



Editing and playing with STEAM materials

The work created by the teachers was very popular among the children. The children seemed to be very interested in a wide variety of programs such as "Let's grow vegetables." "Shooting game," and picture book.



Children are enthusiastic about a shooting game created by the teacher.

The children told staff members, "Check out this interesting trick!"

We asked some of the teachers at Sumire Nursery School to share their experiences.

Interview with Teachers 🎤

Manami-sensei (Programming teacher)



Q How do you feel about Springin' Classroom?

I am amazed at how quickly the children learn!

The icons for the actions which are easy to understand, so the children can operate the system without hesitation.

I used to like games, so when Springin' Classroom was introduced, I created my own work. I let the children play with it during their free time.

What kind of skills do you think children will acquire?

I believe that children will acquire **the ability to think!** I assist them to think and create their own works by using their creativity.

For example, when I am asked a question, I try to give them hints rather than answers.

Nursery School Principal Takashima



Q. Did you have any concerns about the introduction of the programming class?

When I heard that the whole school was going to introduce the programming class, I was concerned about whether the staff would be able to operate it. Although there are individual differences among the teachers, with some being good at programming and others not so good at it. After actually installing the system, we ended up mainly working with teachers who like it, such as Manami-sensei.

Classes are often held with a combination of the 5-year-old homeroom teachers and teachers who are proficient with computers.

Q What do you think is important when introducing programming?

I think it is important that the person teaching the program also likes it!

As a result, we believe that this will broaden the scope of teaching and bring out the creativity of the children.

Q. How do you plan to utilize Springin' Classroom in the future?

We would like to make programming not only for classes but eventually for the children to be able to freely interact with during free play. We plan to create a programming room when things settle down a bit more!

We, the staff, had the pleasure of interviewing both of them.

We learned a lot from them.

Thank you very much for your cooperation!

It was impressive to see how the children, as well as the teachers, were having fun while trying to figure out how to make the project more interesting through trial and error.