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## Teachers' Notes

### Fetch

Fetch is a fun, interactive game for KS 1&2 pupils. Flick likes to play the game of 'Fetch' but he waits patiently until the ball is 'played'. During play, the ball then tracks across the screen. The children are asked to use their judgement and skill to click the mouse where they think Flick will catch the ball if he jumps. The children should learn that if they click just in front of the ball, it allows Flick time to jump for it.

The activity is designed to be played by individual pupils, but as each game is quite short, children can work in pairs taking turns by playing 1 or 2 games each. The game's action can be further explained to younger children during a PE lesson, where the teacher or an adult throws a ball just to the side of or in front of the child so the child has to move to catch it.

## Links to National Curriculum:

### ICT

#### KS1

#### ***Developing and making things happen***

2d – Pupils should be taught to try things out and explore what happens in real and imaginary situations

#### ***Breadth of study***

5c – Pupils should be taught to explore a variety of ICT tools

#### KS2

#### ***Developing and making things happen***

2c – Pupils should be taught to use simulations and models to explore 'what if...?'