

THE ISD MONTHLY

International School of Dublin



Primary Years
Programme



INSPIRING INQUIRY AT HOME

Learning happens everywhere, not just in the classroom. Families often ask our teachers: "What are some inquiry based toys I can buy for my child to use at home?", "How can I get my child to practice their maths without drilling them?", "Any recommendations so that my child spends less time on their screen?".

Different to when many of us adults were in school, teaching and learning at ISD is driven by student interest. Alongside a very valuable and comprehensive educational experience, our students most importantly have great fun at school. Encouraging your child to engage in educational concepts at home can also be approached in a similar manner that translates as fun.

So how do we keep the teaching and learning fun at ISD? At the crux, we believe if a student feels motivated or interested, they are likely to engage. Planning starts here and everything at ISD transpires in a somewhat "non-conventional" manner. If a visitor was peering into a classroom they would notice that toys aren't just for play, games aren't just for exercise, conversation and discussion is not guided by those who place their hand up in turns. We introduce concepts by involving the children and acknowledging their importance both individually and collectively. We ask for their insight and background knowledge. We then provoke them by creating experiences that are puzzling or intriguing. A Unit of Inquiry on light may be prompted by a day of school where the children have no access to power.

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UPCOMING EVENTS:

- **November 20**
Virtual End of Unit Sharing 2
- **November 20 @ 4pm**
Virtual Curriculum
Information Session
RSVP Link - [Click Here](#)
Meeting Link - [Click Here](#)
- **December 3-4**
Scholastic Book Fair
Pre-browse - [Click Here](#)
- **December 7**
Publication of Virtual School
Days Information

ISD Featured In the News

Ms. Naná Isa our PYP Coordinator wrote an article which was specially selected for publishing in the International Baccalaureate Blog.
Check it out - [Click Here](#)

A Unit of Inquiry on organisation may start by the students walking into a classroom which is an absolute mess. We catch the students' attention and then we gently let them take the lead.

The ISD team has conducted research into a variety of resources in which we feel confident recommending to ISD families as an extension of our teaching and learning methods. These resources range in price and are suited for a variety of ages. They inspire creativity, critical thinking, higher order reasoning and reinforce various academic skills. Most of all, these resources are motivating, engaging and fun! We hope that the suggestions below may help provide food for thought, especially at this time of the year.

TOP TIPS

KIWICO CRATES

Focus: STEM/
STEAM
Age: 4+
[Link](#)



The Genius Square

Focus: strategic thinking
Age: 6+
[Link](#)



WeDo 2.0

Focus: robotics/
engineering
Age: 7+
[Link](#)



Botley Robot

Focus: coding
Age: 5+
[Link](#)



Numbalee

Focus: maths/
numeracy
Age: 6+
[Link](#)



Race to Infinity

Focus: mathematical operations recall
Age: 6+
[Link](#)



Space Master

Focus: spatial reasoning
Age: 4+
[Link](#)



tri-FACTa!

Focus: addition/
subtraction
Age: 6-10
[Link](#)



Shut the Box

Focus: mathematical operations recall
Age: 6+
[Link](#)



Mastermind

Focus: code breaking/logic reasoning
Age: 6+
[Link](#)



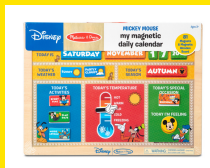
Sumoku

Focus: maths/
numeracy
Age: 6+
[Link](#)



Daily Calendar

Focus: time/
sequencing
Age: 4+
[Link](#)



Match Stick

Focus: memory/ fine motor skills
Age: 4+
[Link](#)



Watch

Focus: time telling
Age: 4+
[Link](#)



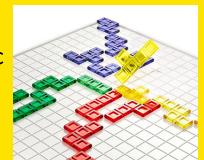
Bananagrams

Focus: spelling
Age: 7+
[Link](#)



Blokus

Focus: strategic thinking
Age: 7+
[Link](#)



Tall Tales

Focus: storytelling
Age: 4+
[Link](#)



Crazy A's

Focus: reading/
phonics
Age: 4+
[Link](#)



Nintendo Labo

Focus: critical thinking/
problem solving
Age: 6+
[Link](#)



Electronic Dictionary Bookmark

Focus: comprehension
Age: 6+
[Link](#)



LeapReader

Focus: learn to read/
write
Age: 4+
[Link](#)



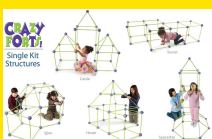
Osmo Monster

Focus: artistic skills
Age: 4+
[Link](#)



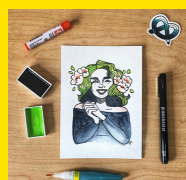
Crazy Fort

Focus: creative constructive play
Age: 4+
[Link](#)



Artsnacks

Focus: artistic skills
Age: 9+
[Link](#)



Eat To Explore

Focus: culinary skills
Age: 4+
[Link](#)

