Computing at Home

As we start the Summer Term 2020 learning at home, there are many opportunities for consolidating computing skills both with or without a device.

The Computing Curriculum is split into three parts:

- Computer Science (Coding)
- Information Technology (*How* hardware, software and the internet work)
- Digital Literacy (*Using* hardware, software and the internet effectively)

With the overarching theme of eSafety running throughout – please remind children that if they encounter something online with which they are uncomfortable, they must close the laptop / lock the device and tell an adult. (It can be helpful to ask them not to close the site immediately so that you can assess and report anything where necessary). Please also remind them of their responsibility to act politely and responsibly online.

There are many wesbites offering coding opportunities, many of which are listed below.

Information Technology and Digital Literacy can both be covered through use of devices, although there are also lessons and guides online for these – also listed below.

Computing skills can also be developed 'unplugged' to reduce screen time – these are the activities I particularly love! Please have a look through:

Without a device

- Play Twister and write out the moves spun in sequence / write a sequence for someone to complete on a Twister mat;
- Give directions to explain to someone else how to draw a picture that you are looking at without them seeing the picture (and similar 'barrier' games)
- Give movement directions to someone who is blindfolded;
- Complete a Jigsaw, explaining your sequential thinking (Nintendo themed ones below!)
- Follow a recipe, understanding that this is a real world algorithm (sequence of steps)

Barefoot computing have some excellent activities and mini missions here:

https://www.barefootcomputing.org/homelearning

Digital Schoolhouse and Nintendo have worked together to produce these ten resources:

https://www.digitalschoolhouse.org.uk/computing-at-home-10-activities

With a device

Many of us have increased our technological skills in ways we never imagined over the past month, finding ways of working from home and staying connected with loved ones. It has been of incredible importance for children to see us using technology in such productive ways, so please do include them in *how* you are running certain software and why particular features help (e.g. Sharing a screen, being able to mute etc). Ask them if they can think of any new ideas for how technology could help us in this strange situation!

Here are some excellent websites for developing Computing skills at home:

Computing Science (Coding)

Purple Mash – Entire Computing section (All pupils already have a log in)
https://www.purplemash.com/#tab/pm-home/computing

Code4Life (Years 4, 5 and 6 already have log ins) https://www.codeforlife.education/

Interactive learning games from barefoot Computing (scroll to bottom of page):

https://www.barefootcomputing.org/homelearning

What is Computing Science? KS1 https://www.bbc.co.uk/bitesize/topics/z3tbwmn

What is Computing Science? KS2 https://www.bbc.co.uk/bitesize/topics/zs7s4wx

What is Digital Literacy? KS1 https://www.bbc.co.uk/bitesize/topics/zymykqt

What is Digital Literacy? KS2 https://www.bbc.co.uk/bitesize/topics/zv63d2p

What is Information Technology? KS1 https://www.bbc.co.uk/bitesize/topics/zbhgjxs

What is Information Technology? KS2 https://www.bbc.co.uk/bitesize/topics/zf2f9j6

Scratch https://scratch.mit.edu/

If you have a BBC Micro:Bit https://microbit.org/get-started/home-learning/

The Raspberry Pi Foundation (who were part of the Coding Project which the Digital Leaders recently completed) are setting weekly challenges:

https://www.raspberrypi.org/blog/digital-making-at-home-make-us-laugh/

Hour of Code https://code.org/learn