REMOTE LEARNING

WELCOMING MORE CHILDREN BACK INTO SCHOOL

Welcome to issue five of our **North Midlands Computing Hub** newsletter. In this edition we will foucs on ways you can continue to teach the computing curriculum without using devices.

We will also be looking at alternatives for classroom based learning and continued home learning.

The activites and resources suggested for classroom based activites are all 'unplugged' activites. Activites that do not need a device to teach.

As always, if you need any support with implementing the computing curriculum 'unplugged' or would like further support with computational thinking activities then please get in touch.

TOPIC 01

Welcome

TOPIC 02

Support for teachers and parents druing remote learning.

Potteries Educational Trust

For those teachers who are back in school but have been asked not to use computers or tablets in their classroom here are a few ideas to support your learners both in and out of school.

BAREFOOT

Classroom: https://www.barefootcomputing.org/homelearning

Barefoot has a range of high quality unplugged activity that you can use with your pupils to develop problem solving skills; Computational Thinking. You can filter the activities down by age range or concept but here are a few activities that can be easily done in the classroom whilst observing social distance measures.

- Human Robot
- 2D Shapes
- Hand Jive Sequence
- Dance Moves
- Going Wild

Home learning: https://www.barefootcomputing.org/homelearning

Range of activities that can be completed at home.

BEE-BOT

Classroom: Fake bots

To begin with you could give the pupils a selection of the command cards, a ready made map and a fake bot. Can the children 'program' their fake bot to reach point A etc? After this, the children could then create their own maps/world and create their own algorithms to get their fake bot from one place to the next.

Printable command cards and a fake bot can be found here: https://www.barefootcomputing.org/resources/bee-bots-tinkering-activity

Home Learning : The children could try a similar activity above with a fake bot or download the free beebot app.

SCRATCH

Classroom:

Why not get the children use to the blocks they are going to be using. You could create stations up outside which the children have to run to and perform the activity shown. You could print out blank scratch blocks for the children to write their own command on such as If 'Year 3' then do '5 star jumps' etc
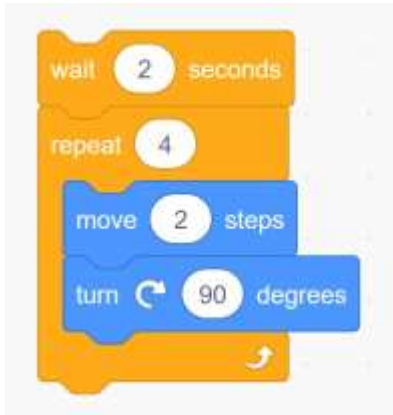
A great Simon Says style activity to introduce 'if, then and else' can also be found here
https://minecraft.makecode.com/courses/csintro/conditionals/unplugged

Home learning:

There are lots of resources out there to help children develop Scratch at home.

NCCE: https://teachcomputing.org/home-teaching/key-stage-2

A new Scratch project is set each week. There is also a live Q and A session 10-12 week days so pupils and parents can get support or pointed in the direction of further activities.

Run Don't Walk: https://rundontwalk.co.uk/online-lessons/

A great series of videos to support children in using Scratch independently.