Hazlewood
Community Primary School

LIMITLESS POTENTIAL **IGNITE PASSION** **EMBRACE DIFFERENCE**

Computing

EYFS	KS1	KS2
Resources: **Codeapillers;** x 5 – begin to understand that you can give instructions and they will follow. **Whiteboard** – Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes. **iPads**; x30 – class set available so children can be 1:2:1 and access suggest apps below. **Laptops**; x30 - class set available so children can be 1:2:1 to learn early computer skills such as turn on/off appropriately, how to control a mouse pad, double click – best program to use at the age is 2Simple for a range of games and drawing tools to practice.	**Resources:** **Codeapillers**; x 5 – start to set instruction that children have to follow and debug. **Dash & Dot;** x1 - are robots that can sense, act and think! Students use block coding on four different iPad apps to control their robots. **Spheros**; x7 - (water proof so can be washed and used in water) – begin to use the drive functions, light, speed and introduce the basic blocks such as go, forward, stop etc. **iPads**; x30 – class set available so children can be 1:2:1. **Laptops**; x30 - class set available so children can be 1:2:1 to learn computer processing such as typing, drawing.	**Resources:** **Parrot Drone;** x1 - drones offer an astonishing new aerial perspective with countless applications that cut across disciplines, including science, technology, engineering and mathematics (STEM), as well as film, media, and journalism. **Spheros;** x7 – (water proof so can be washed and used in water) use to code with Sphero Edu App. Or can be used in other STEM activities such as Sphero Wars, or build a bridge for the Sphero to cross etc. **Everyone Can Create Music, Code, Drawing, Video, Photo;** These guides are available to download via eBooks on iPads and are used as part of our curriculum. These guide teachers through the teaching of these skills using an iPad. **iPads**; x30 – class set available so children can be 1:2:1.

		Laptops; x30 - class set available so children can be 1:2:1 to learn computer processing.
Apps coding: **Daisy the Dinosaur** – learn the basics of programming through a mini game style program. **Beebot** - learn the basics of programming in the different levels and puzzles using the cartoon bee, suitable for very young students. **Codapillar App** – Help teach sequencing, problem solving, counting and more! **Apps; other:** Seesaw – drawing, photography, annotating, narrating	**Apps; coding:** **Daisy the Dinosaur -** learn the basics of programming through a mini game style program. **Beebot-** The App makes use of Bee-Bot's key functionality and enables children to improve their skills in directional language, programming sequences of forwards, backwards, left and right 90 degree turns. **A.l.e.x -** A.L.E.X. is a fun puzzle game and a great way to train your brain. A.L.E.X. helps you think and plan logically as you program your robot A.L.E.X. with a sequence of commands to get through each level from start to finish.	**Apps; coding:** **Hopscotch** - The app has self-paced video tutorials that teach your kid coding through making popular games, like Pokemon Go, Geometry Dash, drawing apps, and more. **CodeSparkAcademy -** codeSpark Academy teaches the basics of computer programming through a variety of interactive learning activities including puzzles, games, step-by-step creative projects, game design and offline printables – all of which can be monitored. **Scratch** – With Scratch, you can program your own interactive stories, games, and animations — and share your creations with others in the online community. Scratch helps young people learn to think creatively, reason systematically, and work

	Kodable - is a great coding app for teaching kids basic to complex level programme procedures. **Scratch Jr** - young children (ages 5-7) can program their own interactive stories and games **Tynker** - Tynker also uses code blocks to teach kids how to program.	collaboratively — essential skills for life in the 21st century. **SpheroEdu** – App that working with Spheroro bots using blocks to code. **Swift Playgrounds -** Swift Playgrounds is a revolutionary app that makes it fun to learn and experiment with code. You solve interactive puzzles in the guided "Learn to Code" lessons to master the basics of coding, or experiment with a wide range of challenges that let you explore many unique coding experiences.
Websites:	**Websites:** https://code.org/student/elementary - Course A/B - Year 1 Course B/C/D – Year 2 https://www.stem.org.uk/primary-computing-resources - Teaching resources to develop an understanding of the computing curriculum, helping children to become creative confident and safe. https://www.bbc.co.uk/bitesize - Teaching resources linked to computing curriculum	**Websites:** https://sphero.com/pages/activities - find Sphero activities and plans. https://code.org/student/elementary - Course D/E/F https://www.stem.org.uk/primary-computing-resources - Teaching resources to develop an understanding of the computing curriculum, helping children to become creative confident and safe.

		https://www.bbc.co.uk/bitesize - Teaching resources linked to computing curriculum
Trips:	**Trips:** Apple store for workshops Centre for Life – STEM Activities	**Trips:** Apple store for workshops Newcastle College usually offer a yearly trip. Centre for Life – STEM activities.
People for support: Laura Dickinson – As part of our work with NTLT Laura Dickinson is available for staff CPD, team teaching or can deliver lessons as part of the computing curriculum (contact: laura.dickinson@ntlearningtrust.org.uk). Jigsaw24 – As part of our work with Jigsaw we can get CPD to develop our iPad and Apple technology skills (speak to Laurie Underwood).		