

Knowsley Central School Knowsley City Learning Centres Support

Knowsley CLCs deliver ICT related sessions in schools, staff training, consultancy and support with projects. We currently work with over 40 schools in Knowsley and neighbouring boroughs to support them in integrating technology into curriculum classroom delivery and enhancing learning experiences for children.

Below is a record of sessions that have been delivered by the CLC team in the SLA period April 2017 – March 2018. All Learning Outcomes are in line with the Knowsley CLCs SOW and linked to our Computing Assessment Framework.

22nd September 2017

Rowan

Binary

The children were introduced to the concept of Binary. Computers use binary - the digits 0 and 1 - to store data. The children converted the alphabet into binary and then used this as a reference for writing their own name and cryptic messages to each other! The Learning Outcomes for this session were:

- I can translate decimal numbers to binary.
- To understand and use the basics of binary coding to encode the alphabet and write own name in binary.
- To be able to explain that all computer systems rely on binary code.

Redwood

Animation

The children used Animation HD to create their own animation of a stick figure. As part of this the children were introduced The Learning Outcomes for this session were:

- To be able to explain / indicate what an animation is.
- To create a brief animation which shows an understanding of sequencing and the use of frames, altering speed etc.

Mulberry

Scratch Junior

This session introduced the basics of how coding surrounds us in our everyday life. The children created an animated story in Scratch Jr using loops, conditional statements and broadcast statements. The Learning Outcomes for this session were:

- I can create a simple program.
- I can use the word debug when I correct mistakes when I program.

Sycamore

We Built This City

In this session, children learnt about 3D environments. The children thought about what buildings are in cities and then they created their own 3D buildings using Minecraft and Toca Builder. The Learning Outcomes for this session were:

- I can collaborate to create a 3D world.
- I can use a shared space online to save and share my work.

13th October 2017

Chestnut

Scratch

The children created a Ping Pong style computer game in Scratch, which involved making several objects such as a ball and then adding several coding blocks to create the game. The Learning Outcomes for this session were:

- I can use Scratch to create a computer game including one or more variables
- I can recognise an error in a program and debug it.

Holly

Scratch

The children used Scratch during this session and developed their coding knowledge by learning how to put coding blocks together in order to animate their name. The Learning Outcomes for this session were:

- I can use programming software to make objects move
- I can plan and give instructions

Juniper

Scratch

The children used Scratch during this session and developed their coding knowledge by learning how to put coding blocks together in order to animate their name. The Learning Outcomes for this session were:

- I can use programming software to make objects move
- I can plan and give instructions

10th November 2017

Rowan

We've Got the Power

The children imported a number of images into iMovie to create a short video about Healthy Living. The Learning Outcomes for this session were:

- To add I can tell you why I select a particular online tool for a specific purpose.
- I can combine a range of media, recognising the contribution of each to achieve a particular outcome.

Redwood

Young Coders

Using iPads, the children developed their programming skills using Daisy the Dinosaur, ALEX and Light bot. The children used Daisy the Dinosaur to solve a number of challenges to learn about the basics of objects, sequencing, loops and events by in order to animate Daisy and make her dance on their screen. Using ALEX, the children had to program their robot with a sequence of commands to get through each level. The children also used Lightbot which teaches programming concepts such as sequencing, loops and conditionals as the children programme the little robot in order to progress to the next level. The Learning Outcomes for this session were:

- To add I can recognise an error in a program and debug it.
- I recognise that using algorithms will also help solve problems in other learning such as Maths, Science and Design and Technology.

Mulberry

Scratch Junior

The children used Scratch Junior to recreate a story or make a quiz. We created or imported various images and the aim of the game was to link the correct word with the image. When correct answer is selected, the quiz moves on to the next stage. The Learning Outcomes for this session were:

- I can create a basic game using Hopscotch, Tynker or Scratch Jr/Scratch.
- I understand that I must keep testing my program and I can recognise when I need to debug it.

Sycamore

Gaming

Using iPads, the children used the App Sketch Nation. The children created their own games by drawing them. They firstly select a game genre and then designed their own characters, scenery and objects to bring their games to life. The Learning Outcomes for this session were:

- I can explain what an algorithm is with an example e.g. I can tell you the order (sequence)
- I need to do things to make something happen and talk about this as an algorithm.
- I can follow instructions to make a simple game.

24th November 2017

Chestnut

Scratch

The children used Scratch during this session and developed their coding knowledge by learning how to put coding blocks together in order to animate to make a dragon catching game using AI. The Learning Outcomes for this session were:

- I can use conditional statements such as “If,” “Else” and “Then” to control devices/sprites and achieve specific outcomes.
- I can use Scratch to create a computer game including one or more variables.

Holly

Scratch

The children created a Ping Pong style computer game in Scratch, which involved making several object such as a ball and then adding several coding blocks to create the game. The Learning Outcomes for this session were:

- I can use conditional statements such as “If,” “Else” and “Then” to control devices/sprites and achieve specific outcomes.
- I can recognise an error in a program and debug it.

Juniper

Scratch

Using Garageband, the children created a soundtrack for an advert. The children learnt about using loops, staggering when music starts and stops and learning how to create different moods such as exciting or creepy using music. Learners also enjoyed incorporating their own voices. The Learning Outcomes for this session were:

- I can use the right click on a trackpad/mouse.
- I can recognise ways that technology is used in my home and community

1st December 2017

Rowan

Creating a film trailer

The children created a promotional trailer for a film using iMovie. The Learning Outcomes for this session were:

- I can produce a video showing a sequence of events and use simple editing and formatting techniques e.g. filters or trim the clip.
- I can use computing to communicate with others, following instructions on safe use e.g. I can post safely on Edmodo/Seesaw or on another online tool / I can share my work with others.

Redwood

Coding

Using iPads, the children developed their programming skills using Tynker, ALEX and Light bot. The children used Tynker and learnt how to code by experimenting with visual blocks. Using ALEX, the children had to program their robot with a sequence of commands to get through each level. The children also used Lightbot which teaches programming concepts such as sequencing, loops and conditionals as the children programme the little robot in order to progress to the next level. The Learning Outcomes for this session were:

- To add I can recognise an error in a program and debug it.
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Juniper

Mulberry

Coding

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