St Joseph's Catholic Primary School
Knowsley City Learning Centres Support:
April 2016 – March 2017

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 last SLA period.

20th September 2016: Yr 6
Python

Python is a programming language that can be used to design games and apps. In this session we designed a guess my number game. The class worked in small groups to write their code, test their game and then debugging their code if the game was not working as it should. In the afternoon we recreated the game using a visual games design program called Scratch. The learning outcomes for this session where:

- Use Python programming to create a game.
- Use Scratch to recreate their game.

31st October 2016: Yr 3
Young Coders

This session introduced the basics of how coding surrounds us in our everyday life. The learning outcomes for this session where:

- Create a basic algorithm by sequencing events in order.
- Use The Hour of Code website to gain an understanding of the basics of visual coding.
- Use Tynker to complete a number of 'programming puzzles' to further develop their knowledge of programming.
- Create a platform game using the app Sketch Nation.
- Used Book Creator to reflect on what they had learnt during the day.

14th November 2016: Yr 6
Grand Designs (3D Designs)

We looked at the architecture of our city and how we use our buildings, what materials they are made from and the components that make up our buildings. The class researched their favourite building in the city, who designed it, what it is made of and what it is used for. We used pen and paper to draw these building in 2D and then created them in a 3D design package called Sketch up. In addition to this we researched a selection of architects from the 20th Century to inspire the children with designing their building. The Learning Outcomes for this session were:

- Children learnt about their built environment and how it can help them understand so much about our history, culture and how buildings have shaped our society.
- Children used the app 'Foldify' to mock-up their own house design.
- Children used Google Sketch-up to design their building.

Some screen shots of the children's final designs -
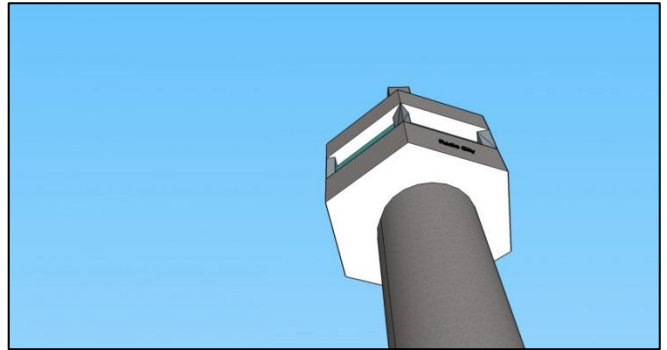
28th November 2012: Yr 5

Newsroom

Working in groups children devised, wrote and produced a news report. Each member of the group had a role to play i.e. director, presenter, writer, researcher, editor and camera person. The children developed a script based on research on the 'Beowulf' poem. The learning outcomes from this session were:

- Children worked in groups to record their own news report.
- The children created their own scripts reporting on what they had learned in class about the Beowulf poem.
- Green screen was used to film their news report.
- Footage was edited in iMovie.

5th January 2017: Yr 1

Crazy Creatures

Using a variety of control apps children learnt how to program using basic controls/inputs. Each level became trickier as the children developed their logic and critical thinking skills. The learning outcomes for this session were:

- Children developed their understanding of control, directional language and programming using the iPad apps Bee-Bots and also Bee-Bot Pyramid.

17th January 2017: Yr 1

Ready, Steady, Go

Scratch Junior is an introductory app to games design and gives children the opportunity to design their first game. Using code bocks that fit together much like Lego, the children initially experimented with the blocks so they can learn how to control how the character moves, looks and interacts with the game. This session also introduced some game theory e.g. how will the player play the game, what are the objectives of the game and how you can make the game harder and more challenging to play. The learning outcomes for this session were:

- Children learnt about algorithms to produce a simple game using Scratch Junior.
- The children then used the app Pic Collage to collate picture evidence of their work.

24th January 2017: Yr 2

You've got mail (Toca mail)

Becoming digitally literate is an ongoing theme throughout our sessions. Where possible we offer children an opportunity to practice being good digital citizens in a safe environment, being proud of all the content they post on the internet and being responsible for what they write and engage in. During this session we talked about on-line behaviour, communication and online bullying. This open discussion gives wider context to digital communication and the impact of their digital footprint. The learning outcomes from this session were:

- The children used iPads to set up our own class email and send each other emails with pictures and attachments.
- The children participated in an online safety discussion, ensuring children learnt about the importance of keeping personal information private.

28th February 2017: Yr 2

Codetastic

This session has a challenge based learning theme and tasks children with completing various programming activities. Each of the apps present children with different tasks which they have to use various commands to complete. The learning outcomes from this session were:

- Children used a variety of programming apps/software (ALEX, Daisy the Dino, Move the turtle and Hopscotch) to gain a practical understanding of how computer programs actually

run, how a computer follows a sequence of instructions and what to do when a program goes wrong.

- Children gained an understanding of some computational language and terms.

14th March 2017: Yr 5
Green screen
The groups researched their chosen topic (Earth and Space), wrote a script and produced a story board.

- In groups, the children created a storyboard and plan in Book Creator for their video.
- Their idea was then filmed and edited in iMovie.

21st March 2017: Yr 4
Back to the Future
This session looks at how technology has evolved throughout history, from the printing press to the latest iPhone. Working in pairs the children researched about the future of technology in a particular sector such as sport, health or education. We asked the children to be critical about the information they found on the internet and question if the report was true and if they thought it was from a reputable source. From this research the children posted their findings on a class blog along will an illustration using the brushes app on the iPad. The learning outcomes from this session were:

- Children created a blog using Edmodo from the information they researched on technology.
- Children researched on the internet and find out more about new and trending technology and then posted their findings on their blog.

28th March 2017: Yr 4
We've got the power
Introducing how the internet can be used as a force for good, we discussed some notable campaigns that went viral like the 'ice bucket challenge' and the 'mannequin challenge'. In groups the children discussed ideas for causes they could design a viral video campaign for. The groups researched their chosen campaign, wrote a script and produced a story board. The groups had the option of using green screen to enhance their message and then finally devised a hashtag for their campaign. The learning outcomes for this session were:

- In groups, the children created a storyboard and plan for a 2 minute workout/exercise/music video.
- Their idea was then filmed and edited in iMovie.

31st January - 14th March - After school club : Yr 4
Maker Club – after school club
A successful bid from 'Awards For All' resulted in us delivering an after school club titled Maker Club with a group of enthusiastic Year 4 children. Over a period of six weeks, the children explored and interacted with different physical systems. This is an emerging area within computing which provides children with the opportunity to build and create their own technology. The maker culture started in America with people trying to fix and

repurpose old technology for a new use. Tinkering with electronic circuits and understanding what is going on inside our electronics is hopefully going to inspire future designers /engineers. Each week we looked at a different aspect of some of these physical systems, like the BBC Mirobit and Makey Makey kits that enable you to build a keyboard with everyday objects, in the example below we used a banana to control a scratch game the children had designed!

Staff Training

7th February 2017 (Twilight) – Online Safety Training

In preparation for Safer Internet day Knowsley CLC's led an Online Safety awareness raising session with staff. The session covered:

- Ofsted Requirements for online safety and cyberbullying.
- A Teachers role and responsibilities when considering their own use of social media.
- Promoting the positive use of Technology in the classroom.
- Online Games
- Creating a Positive Digital Footprint.

The session was well received with all staff engaged and contributing their thoughts and opinions on the subject matter.