







KCA Parents - Digital Package and app guide

2021-22





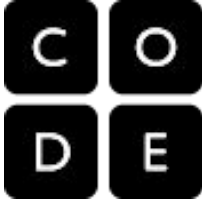



Digital Package and app guide 2021-2022

Table of Contents

| | |
|---|---|
|  | <p><u>Seesaw</u> <u>Training Video</u></p> |
|  | <p><u>LGfL</u> <u>Resources</u> <u>Training Video</u></p> |
|  | <p><u>Apple</u> Accessibility Features Training Video</p> |
|  | <p><u>Google</u> Accessibility Features Training Video</p> |
|  | <p><u>IncludedEd</u></p> |
|  | <p><u>Prodigy</u></p> |







Digital Package and app guide 2021-2022

Table of Contents

| | |
|---|---|
|  | <p><u>Teach your Monster</u></p> |
|  <p>READTHEORY</p> | <p><u>Read Theory</u></p> |
|  | <p><u>Code.org</u></p> |
|  | <p><u>Digital Leader's Favourites</u></p> |
|  <p>Learning Knows No Bounds</p> | <p><u>SEND</u></p> |
|  | <p><u>EAL</u></p> |




Digital Package and app guide 2021-2022

Table of Contents

| | |
|---|--|
|  | <p><u>Early Coding</u> <u>+Busy Code</u></p> |
|  | <p><u>Barefoot</u> <u>Computing</u></p> |
|  | <p><u>Scratch Jr</u></p> |
|  | <p><u>Scratch</u></p> |
|  | <p><u>Code Club</u></p> |
|  | <p><u>Make Code -</u> <u>Microbit</u></p> |

Digital Package and app guide 2021-2022

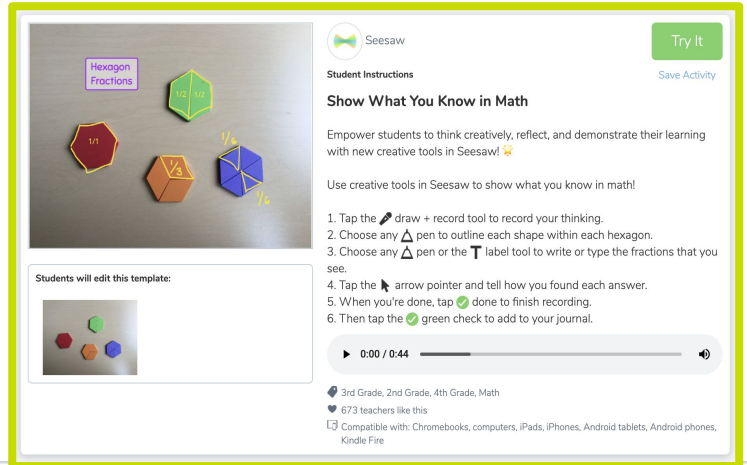
Table of Contents

| | |
|---|---|
|  <p>Microsoft MakeCode</p> | <p><u>Make Code - Arcade</u></p> |
|  | <p><u>Co Spaces</u></p> |
|  | <p><u>Microsoft Education Edition</u></p> |



What is it?

Seesaw is a platform for student engagement. Teachers can empower students to create, reflect, share, and collaborate. Students “show what they know” using photos, videos, drawings, text, PDFs, and links. It’s simple to get student work in one place and share with families, and nothing is shared without teacher approval.



Delete & start over **Zoom in & out** **Undo & redo** **Save as draft** **Draft** **Save final work**

Hide Tools **Add text with labels** **Draw + record to capture learning process** **Hold down to move page** **Duplicate or delete page**

Take photos, record a video, & upload **Create with colors**

Add shapes, backgrounds, & links **Move things around** **Annotate & draw** **Add up to 20 pages**

Caption with text or voice **Add page**

HELP!

For further info and training on Seesaw, check out these videos:

[Seesaw](#)





How do we use it?

In EYFS Seesaw is used as a tool to capture children’s learning. Across the rest of the school Year - Year 6, Seesaw is used as a way to facilitate children’s learning. We set assignments and home learning on Seesaw as well as capture their learning in real time. In addition, Seesaw is used to communicate with parents through the announcements in the family app.

HELP CENTRE

ACCESSIBILITY FEATURES + TRANSLATION

FAMILIES HELP CENTRE



Getting Familiar with Seesaw

A Walkthrough For Families

Nursery to Year 2 - Home Learning Codes. (You will be provided with a document similar to this by your class teacher)

Please follow the steps in this video to sign in: <https://shorts.flipgrid.com/watch/13218436326097574>

Seesaw
Anna's Home Learning Code

- Go to <https://app.seesaw.com> on a computer in Chrome or Firefox browser. Or install the Seesaw Class App on an iOS and Android device.
- Choose "I'm a Student".
- Scan this code using Seesaw's built-in QR code scanner. Or type in these letters to access your Seesaw account: **5R220**

Ask your teacher for a new code after June 9, 2020.
And remember, this code is like a password. Keep it safe!

Year 3 - Year 6 - Sign in with Google

Please follow the steps in this video to sign in: <https://www.youtube.com/watch?v=Mr4zJE-5qEI>

Annotations on the sign-in page:

- Red box around "Sign In with Google" button with arrow pointing to "Click here".
- Red box around "Email" field with text: "Do NOT fill in your username".
- Red box around "Password" field with text: "and password here".
- Buttons: "Forgot Password?", "Student Sign In", "Seesaw for Schools Clever Sign In".
- Form fields: "TEXT CODE" and "Go".
- Blue button: "Scan Code".



HELP!

For further info and training on Seesaw, check out these videos:

[Seesaw](#)





LGFL Resources

LGFL resources are normally paid resources but we access them all for free and you can too! Award winning, safe and secure learning resources to help learners improve their understanding, fluency and engage in learning outside of the classroom.



SUBJECT OR KEYSTAGE



PROGRAMME OF STUDY



SEND



CONTENT MAGAZINES



CONTENT VIDEOS



INSPIRE ME



Busy Things

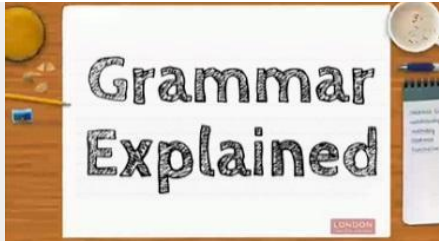
Award-winning numeracy, literacy and creative activities spanning Early Years, Key Stage 1 and 2.



Just 2 Easy

In J2e you will find creativity tools, apps and games for Maths, English, Computing and cross curricular creative activities in a completely personalised learning experience.

EYFS - Year 6



Grammar Explained

Vocabulary, punctuation and grammar resources. Clear videos demonstrating grammar terms and their application.

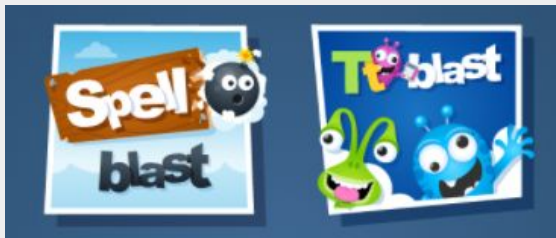
Year 1 - Year 6



Maths at Home

Maths at home resource is designed to provide support for busy parents that wish to help their child with their mathematical development at home.

EYFS - Year 6



J2 Blast - Spell Blast + TT Blast

Fluency game for learning and practising spelling and times tables

Year 1 - 6





FIVE WAYS TO SUPPORT YOUR CHILD AT HOME

5ways.lgfl.net

Busy Things

A range of games and activities to engage your child(ren) across all curriculum subjects at EYFS, Key Stage 1 and 2. Practise maths skills, phonics and test your child(ren)'s knowledge of the wider curriculum with interactive quizzes. busythings.lgfl.net

Grammar Explained

80 short and clear videos made to explain every grammar point listed in the primary national curriculum (years 1-6). The videos also detail how grammar points can be applied to everyday situations. [Grammar.lgfl.net](https://grammar.lgfl.net)

Maths at home

Support for busy Parents

Videos to support you with helping your child(ren) with their mathematical development at home. Designed to bring maths to life and ignite conversations between your child(ren) and you. Some of the videos also have supporting documents for your child to complete. mathsathome.lgfl.net

Please choose
a game



J2blast; Spell blast and Tt blast encourage children to practise and learn their spellings and times tables. Additionally, SATs blast KS1 and KS2 can help prepare Year 2 and 6 pupils for the mental arithmetic maths SATs. [J2elaunch.lgfl.net](https://j2elaunch.lgfl.net)

DigiSafe

keeping children safe

Signposts to materials created both internally and externally and is a key part of the support offered to school staff, pupils and parents. Items and new filters are regularly added where appropriate to meet new and emerging needs, such as live streaming. [Parentsafe.lgfl.net](https://parentsafe.lgfl.net)

The aim of 5 ways is to showcase five ways to use LGfL resources across the curriculum that you can take and use and share. They can be shared in the staff room, or within an INSET session.

For more information on services and offers just go to services.lgfl.net



Apple Accessibility Features

The iPad's accessibility settings can help make it more useful for those with vision or hearing problems, and in some cases, even help those with physical or motor issues. These accessibility settings can increase the size of the default font, zoom in on the screen, and even speak text or activate subtitles and captioning.

Key Features:

Text-to-Speech - Speak Selection allows you to highlight text on the screen by tapping a finger and then speaking that text by choosing the Speak button, which is the far-right button when you highlight text on the screen.

Zoom - Zoom mode magnifies the screen to help you see it.

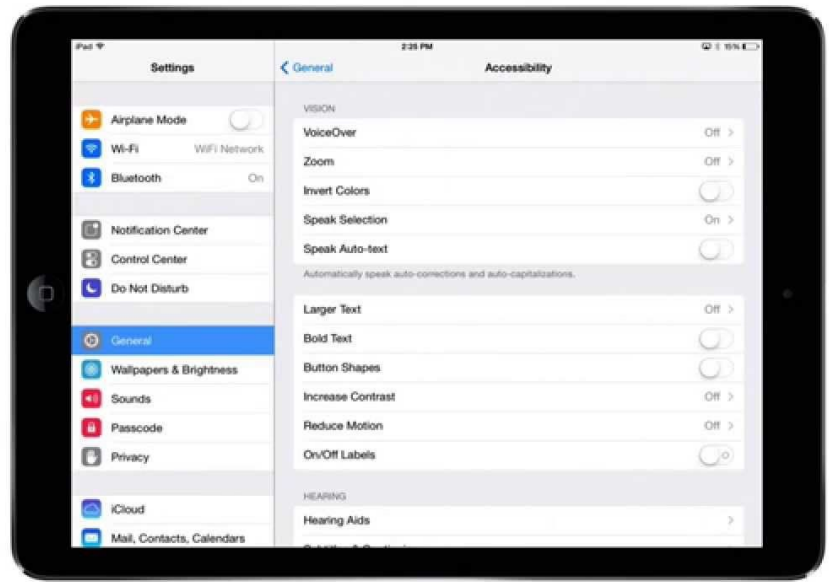
VoiceOver (Select to Speak) - iPad will speak what you tap, allowing the user to navigate via touch rather than sight.

Invert Colours & Contrast - The main Accessibility settings also have an option to Increase Contrast which you can use to Reduce Transparency or Darken Colors.

Voice Dictation - Start talking. The device listens to your voice and turns it into text as you talk. Use keywords to insert punctuation or paragraph breaks as needed.

Guided Access

The Guided Access setting is great for those with learning challenges, including autism, attention, and sensory challenges. The Guided Access setting makes the iPad stay within apps by disabling the Home Button, which you normally use to exit out of an app. Essentially, it locks the iPad in place with a single app.



Hearing Settings

You can turn on Mono Audio and adjust the audio balance to the left or right.

Hearing accessibility for video playback is in the Media section under Subtitles and Captioning. You can turn on Closed Captions and SDH in the Subtitles and Captioning section. You can also modify the style of the captions from a transparent background to larger text.

You can even create your own style.



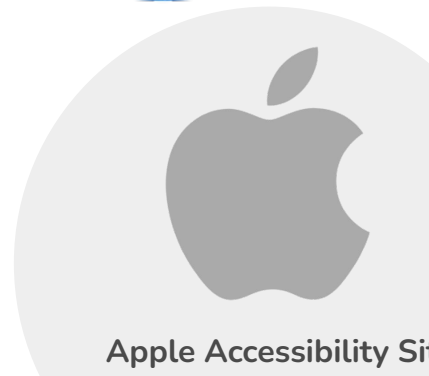
Inspire with iPad

LGfL



ipad Accessibility Features Youtube Playlist

Check out David Williams' channel for more features and ideas of how to use them.



Apple Accessibility Si





Google - Accessibility for every student

When all students can fully participate in the learning experience in their own way, everyone benefits. That's why we create Google for Education products with accessibility in mind, to help every student learn, be inspired and achieve their full potential.



Key Features:

Vision

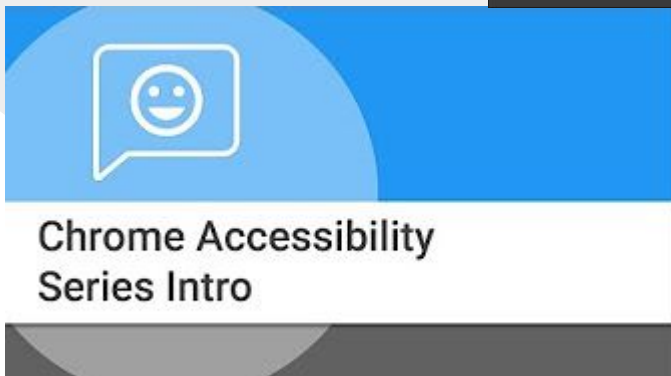
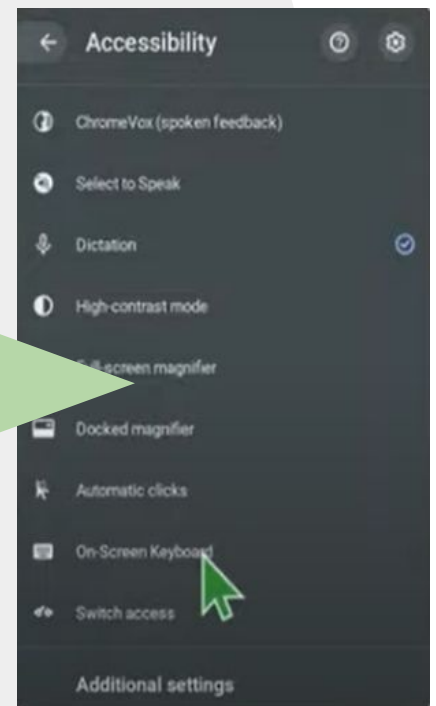
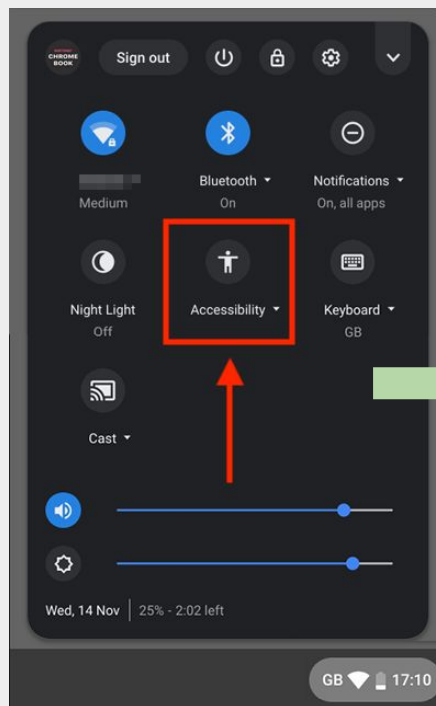
Enhance Visual Clarity

Hearing

Adjust audio preferences and view closed captions

Motor

Give students options for entering information



[Chrome & Chrome OS Accessibility](#)

Check out the Google Chrome Channel on Accessibility

[Chrome Keyboard Shortcuts](#)





Accessibility for every student

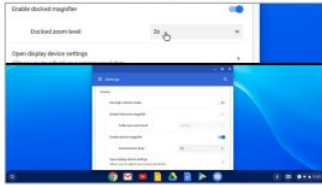
Chromebooks include accessibility straight out of the box, unlocking learning experiences for students with diverse needs, abilities and learning styles. Built-in settings and easy-to-use apps and extensions help customise the learning experience to include and engage every student.

Screen magnification

Docked Magnifier

Settings > Accessibility > Docked magnifier

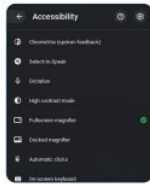
Creates bar along the top of the screen which magnifies current content



Fullscreen Magnifier

Settings > Accessibility > Fullscreen magnifier

Magnify everything on the screen and use the mouse cursor to control what's displayed



To turn on:



To adjust:



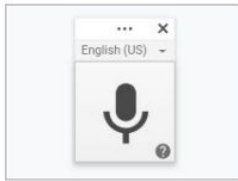
Google for Education

Voice typing in Google Docs

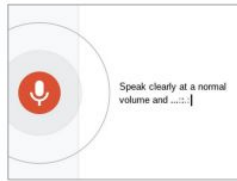
To use voice typing or voice commands, your computer microphone needs to be on and working; this feature is only available in Chrome browsers



In Google Docs, click Tools > Voice Typing



When you're ready to speak, click the microphone icon



Speak clearly, at a normal volume and pace

Use voice commands to edit, format, or add punctuation



49: Reach ALL Learners with Google's Accessibility Tools
<https://shakeuplearning.com/blog/reach-all-learners-with-googles-accessibility-tools-suls049/>



Accessibility Scanner

Google LLC Tools

★★★★★ 8,947

PEGI 3

This app is available for your device

You can share this with your family. [Learn more about Family Library](#)

Add to Wishlist

Install

Accessibility Scanner

Accessibility Scanner is a tool that suggests accessibility improvements for Android apps without requiring technical skills. Just open the app you want to scan, then tap the Accessibility Scanner button to find items in the app that might benefit from accessibility improvements.





Included Edu

IncludEdu aims to help educators, parents and guardians make decisions about how they can personalise a learner’s experience through the integration of Assistive Technology into mainstream, small group or individual learning activities.

Within the IncludEdu framework, you will go through various steps;

- 1 – Firstly you select from four broad areas of need a particular area of learning.
- 2 – Next, you select the nature of the learner’s specific need.
- 3 – At the third and final step, you will be asked to select the technology platform/s available to you e.g. Apple, Google, Microsoft.

Select the most applicable...



Communication & Interaction

[Learning Needs →](#)



Social, Emotional and Mental Health

[Learning Needs →](#)



Sensory & Physical

[Learning Needs →](#)



Cognition & Learning

[Learning Needs →](#)

Communication & Interaction

Children and young people with speech, language and communication needs (SLCN) have difficulty in communicating with others. This may be because they have difficulty saying what they want to, understanding what is being said to them, or they do not understand or use social rules of communication. The profile for every child with SLCN is different and their needs may change over time. They may have difficulty with one, some or all of the different aspects of speech, language or social communication at different times of their lives.

Producing or responding to expressive or receptive language

[Click Here →](#)

Difficulties making speech sounds

[Click Here →](#)

Understanding spoken and other communications from others

[Click Here →](#)

Understanding social conventions of interaction, such as turn-taking

[Click Here →](#)

Understanding spoken and other communications from others



[See Solutions →](#)



[See Solutions →](#)



[See Solutions →](#)



INTRODUCING
IncludEdu.Online





Prodigy Maths Game

Prodigy Math Game is an interactive and **engaging adventure** that helps build 1st to 8th-grade math skills. With frequent in-game updates, children love to spend time practicing math!

1. **Engage** students as they explore the Prodigy Math Game world, where they answer math questions to complete epic quests and earn in-game rewards.
2. **Visualize** student progress, align in-game questions and motivate math learning with powerful tools for educators and parents.



Our Mission:
To help every student in the world love learning

We recommend signing up using your child's Google Log in. Ask your teacher for a class code.




We're here to support you

| | | |
|---|--|---|
| | | |
| Parents | Teachers | Students |
| Celebrate your child's successes and never miss the moments when they need support. A parent account gives you access to a Curriculum Progress report and monthly report cards, delivered straight to your inbox. | Engage your class and differentiate learning with easy-to-use teacher tools. While students play, real-time data creates progress, comprehension and coverage reports for you – no grading required. | Prodigy Math Game is an interactive and engaging adventure that helps build 1st to 8th-grade math skills. With frequent in-game updates, children love to spend time practicing math! |
| Make learning fun | Engage your students | Discover more |

“

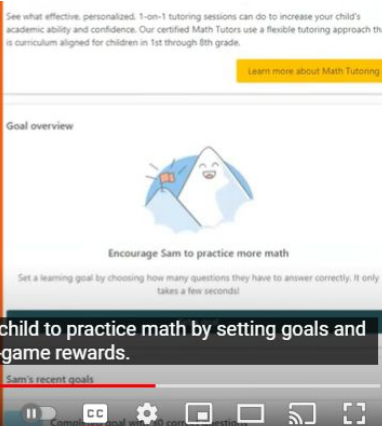
"My daughter had little patience for math, and lacked motivation to think and solve problems. This game gives her the motivation!"

Bryan H.
Prodigy parent



Parents can set goals

And parents can effectively motivate their child to practice math by setting goals and handing out in-game rewards.



HELP!

For further info and training on, check out this [staff training](#) video on how we get set up in school





Teach Your Monster to Read

With the help of friendly monsters, playful design and out-of-this-world storytelling, we work with leading academics to create beautifully crafted games kids love to play.

Trusted by teachers and parents, our innovative products aim to engage even the most reluctant of learners.

- Covers everything from letters and sounds to reading full sentences.
- Designed in collaboration with leading academics.
- Complements all synthetic phonics programmes used in schools.
- Computer version is 100% free



In 2021 we changed our name to Teach Your Monster to represent our growing family of games. We are now helping children tackle a diverse range of learning challenges in new and exciting ways, from numeracy to nutrition.

As an organisation we are proud of our methodology which puts children at the center of the creative process. Our creative teams are given support to become experts in the chosen field working in close collaboration with expert educational advisors. Player testing in classrooms is built into the process from the very start.

All this comes together in beautifully crafted stories, compelling characters and engaging game play as we create learning adventures that kids will come want to come back to play again and again.



We're part of The Usborne Foundation — a charity set up by Peter Usborne MBE of Usborne Publishing to support early years learning.

We believe every child should have the opportunity to reach their full potential in early years and beyond.

Master early mathematics

Play the ground-breaking game that makes learning to read fun

Master early mathematics

Collect books and go on quests that ignite a love of reading

Master early mathematics

Master early mathematics



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READTHEORY

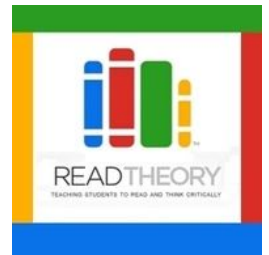
Read Theory

ReadTheory adapts to help your students grow. Designed by educators, for educators, ReadTheory provides high quality reading comprehension practice to students of all experiences.

Differentiation is at the heart of what we do

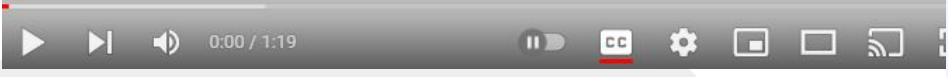
We believe every student deserves to have a curriculum that is customized around their specific needs.

Our adaptive AI helps determine a students' level and then assigns them passages that are perfectly tailored to their abilities. Each passage is assigned and graded automatically in our system. As students begin to show improvement, they're presented with slightly more difficult passages. If they begin to struggle, our program will provide slightly easier passages to boost their confidence until they show that they're once again ready for a challenge.



Getting Started

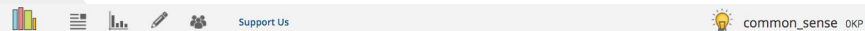
At ReadTheory, we believe that every student deserves to be able to learn at their own



ReadTheory fits everyone

From K-12 to adult education (ABE) – ReadTheory proudly serves them all.

ReadTheory is perfect for reinforcing English as a second language and thousands of students in Asia, Africa, and Europe are currently honing their skills with ReadTheory.



If you forget your password, we'll need your school email to reset it. Add your school email here

Where Cards Came From

Grade 4, 700L

Do you like to play cards? You might be surprised to learn that playing cards have been around for over one thousand years. In fact, they were invented in China in the 9th century. These first playing cards did not really look like our cards. Instead, they looked a little bit like paper dominoes. Today's playing cards more closely resemble the playing cards used in 13th-century Egypt.



QUESTIONS

Based on its use in the passage, it can be understood that the word **resemble** belongs to which of the following word families?

highlight text

- A. beat, master, overcome
- B. play, amuse, entertain
- C. defend, protect, preserve
- D. echo, match, mirror
- E. support, uphold, maintain

Submit

Welcome to ReadTheory! Let's get's started!

Signup as a...



Student



Teacher



Parent

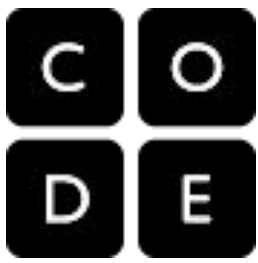
HELP!

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KINGS CROSS ACADEMY





[Code.org](https://code.org)

Code.org® is a nonprofit dedicated to expanding access to computer science in schools. Our vision is that every student in every school has the opportunity to learn computer science as part of their core K-12 education. Code.org also created the annual [Hour of Code](#) campaign, which has engaged more than 15% of all students in the world. Code.org is supported by generous donors including Microsoft, Facebook, Amazon, the Infosys Foundation, Google and [many more](#).



"Every single day yielded the same results— 100% engagement." - Nina Nichols Peery, Teacher



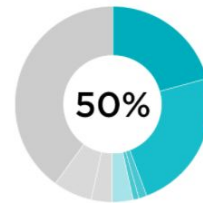
"I knew this was a **once-in-a-lifetime chance."** - Mariana Alzate, 5th grader



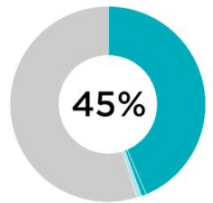
"I have **never, ever seen my students so excited about learning."** - Frank Martinez, Teacher



The majority of our students are young women or students from marginalized racial and ethnic groups



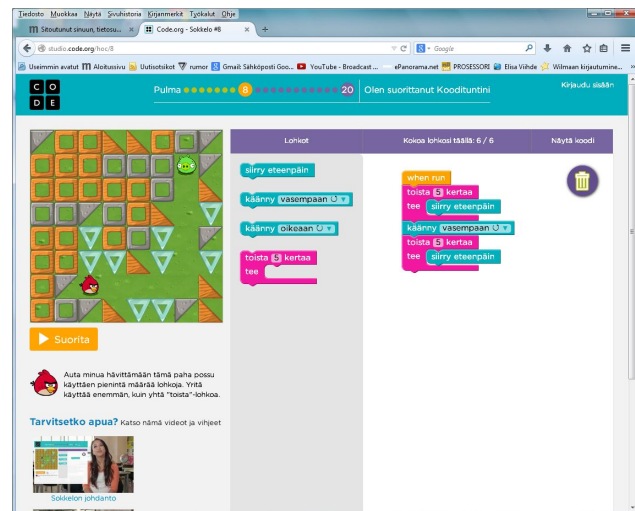
Underrepresented racial/ethnic groups



Female or Gender-Expansive

Code.org + house of Code offers countless [tutorial led](#) coding opportunities that are exciting and engaging for children. They offer built in support and hints as well as audio descriptions and visuals to support all learners.

About Us:



[HELP!](#)

For further info and training on, check out this [staff training](#) video on how we get set up in school



Recommended by
Digital Leaders



Geoguessr



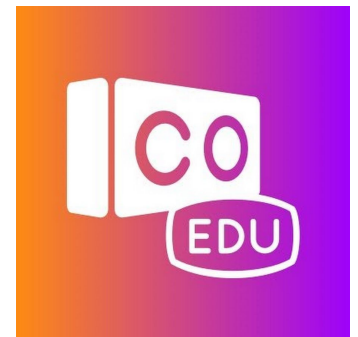
Geoguessr is a geography based game where you get spawned in a random location and then you have to guess exactly where you are on the Google World Map. You can get 0 to 5000 points in total, 5000 is a perfect score, and 0 means you are on the complete wrong side of the planet.

Minecraft Education Edition



Code Builder for Minecraft: Education Edition is a brand-new extension that allows educators and students to explore, create, and play in an immersive Minecraft world – all by writing code.

CoSpaces



CoSpaces is a fantastic learning game based online safety and has a great coding learning strategy.



Recommended by
Digital Leaders



THINGIVERSE

TINKERCAD

3D BENCHY.COM



AUTODESK®
TINKERCAD®



3DBenchy.com

I like Thingiverse because it allows you to 3D print lots of fun and create

I like tinkercad because it allows me to transfer my prints.

3D benchy is a good app for if your interested in getting 3d prints and the correct way to intervene with your prints to make them better.



KEEP
CALM
AND
Ask A
Digital Leader

KeepCalmAndPosters.com





SEND

Special educational needs and disabilities (SEND) can affect a child or young person's ability to learn. They can affect their:

- behaviour or ability to socialise, for example they struggle to make friends
- reading and writing, for example because they have dyslexia
- ability to understand things
- concentration levels, for example because they have ADHD
- physical ability



Handwriting without Tears

Handwriting Without Tears helps students build essential skills for emergent writing and handwriting success. Children who master handwriting are more likely to succeed in school, writing with speed and ease in all subjects. But without a strong foundation, bad habits take root. Our unparalleled curriculum nurtures writing automaticity through direct, explicit instruction along with guided and independent



Nessy - Hairy Letters

Learn the letters of the alphabet and how to blend first words. Trace the letter shape onscreen with your finger. You'll play games to reinforce learning and build letters into simple words, as the Hairy characters and memorable animations make a fun and engaging introduction to literacy.



Go Noodle

Get Your Kids Moving & Practicing Mindfulness with GoNoodle®. Start Watching Now & Get Access to Hundreds of Videos! Active Learning. Healthy Kids.



Camden Special Parents Forum

Camden's official forum for parents and carers of disabled children aged 0-25. Funded by the DfE. Support, Information, participation, fun and coproduction.

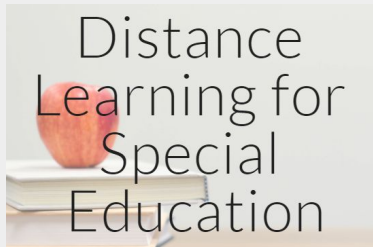




SEND

Special educational needs and disabilities (SEND) can affect a child or young person's ability to learn. They can affect their:

- behaviour or ability to socialise, for example they struggle to make friends
- reading and writing, for example because they have dyslexia
- ability to understand things
- concentration levels, for example because they have ADHD
- physical ability



[Distance Learning for SEND](#)

Resources on this page are provided by educators and families from around the world. We are collaborating to support the needs of students with significant disabilities during the COVID-19 pandemic. These materials are open source and may be adapted to fit your child or student's need.



[LGfL - IncludedED](#)

Across LGfL, there are many resources which support inclusion. Through this resource centre, you can search and find the resources which will support you and your learners most effectively. Press Extra Info to get more details about each one.



[Do2Learn](#)

We believe that simply telling busy teachers, parents, and professionals what they should be doing is not enough. If we explain how to devise a visual communication system using picture cards, we provide free cards to get you started.



[Singing Hands](#)

Multisensory live Zoom sessions for all ages





EAL

A learner of English as an additional language (EAL) is a pupil whose first language is other than English. 'First language is the language to which the child was initially exposed during early development and continues to use this language in the home and community.



[Duolingo](#)

Duolingo is your partner in language education. Free, proven, and easy-to-use, Duolingo provides fun, bite-sized lessons in a gamified environment



[EAL Hub](#)

A vast hub of EAL and literacy boosting resources, assessment and support for teachers working with learners of English and children with SEN worldwide.



[ESL Games +](#)

ESL Games Plus offers interactive online games for learning and teaching English as a Second Language. Our learning games are mostly suitable for teaching ESL Kids and Teenagers. There are activities for teaching and practising English grammar, vocabulary, sentences, listening and pronunciation skills.



[Google Lens](#)

Google Lens lets you search for what you want to see. Google translate allows you to translate text in real time,

Remember, Digital Resources should not replace in person learning experiences. We recommend, using captions on videos, working towards a shared goal and play dates

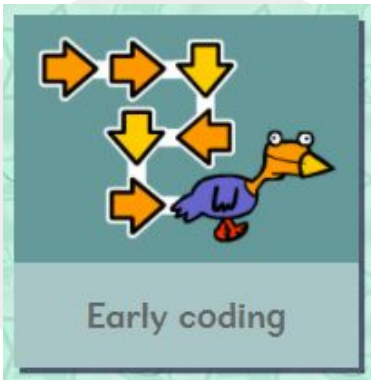
Early Coding + Busy Code on Busy Things

This is a learning resource that quickly engages young minds and retains their interest through quality animation, vibrant colour, wacky sounds and a good injection of Busy Things humour! A clear favourite among EYFS and KS1 teachers, where the importance of play is never underrated,



If in doubt, click "Normal USO Login".

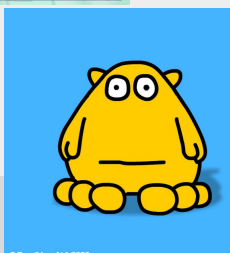
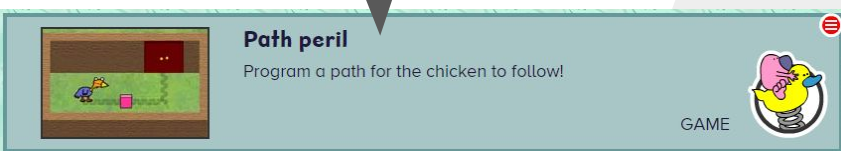
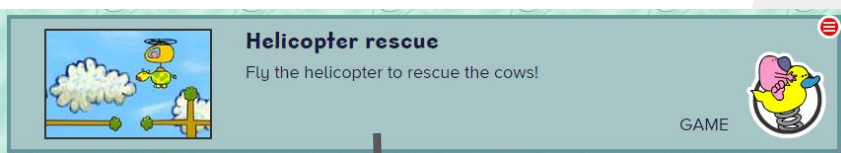
In order to use LGfL USO logins, a school will first need to ensure that the headteacher has approved the "data release self-determination" declaration. For more information, click [here](#).



Early Coding



Busy Code



Barefoot

Building skills for tomorrow

| | |
|--|---|
| | |
| <p>MOVEMENT MATCH</p> <p>Age: 4-6 years</p> <p>Concepts: Persevering, Evaluation, Debugging, Algorithms</p> <p>Overview: Using the popular nursery rhyme The Grand Old Duke of York, children use movement to bring algorithms to life.</p> <p>Download Files Activity Instructions.pdf Supporting Worksheets.pdf</p> | <p>GOING WILD</p> <p>Age: 5-11 years</p> <p>Concepts: Programming, Debugging, Algorithms</p> <p>Overview: Children programme their homemade bee to move towards flowers by creating a short sequence of instructions (an algorithm).</p> <p>Download Files Activity Instructions.pdf Supporting Worksheets.pdf</p> |

Learning Together Activities

Fun and creative activities, built by teachers to help you guide your child through fundamental parts of the computing curriculum without the need for screen time. They include everything you need to get started with activity sheets and accompanying materials.



Mini Missions

Our quick, easy to do mini activities provide fun ideas to get children practising their computational thinking skills. Split into the six computational thinking concepts it's easy to discover new ways to introduce and reinforce learning from school and at home.

[View our mini missions on screen](#)

[Download printable version of mini missions](#)

Barefoot Computing

Barefoot makes **computing** easy to teach and fun to learn, with or without a computer.

The Computational Thinkers

Subject Knowledge

Concepts

- Logic**: Predicting and analysing
- Evaluation**: Making judgements
- Algorithms**: Making steps and rules
- Patterns**: Spotting and using similarities
- Decomposition**: Breaking down into parts
- Abstraction**: Removing unnecessary detail

Approaches

- Tinkering**: Changing things to see what happens
- Creating**: Designing and making
- Debugging**: Finding and fixing errors
- Persevering**: Keeping going
- Collaborating**: Working together

Skills and behaviours

We're all computational thinkers here!

When you think about it, whether we're parents, pupils or teachers - we're all natural computer scientists, capable of computational thinking.
barefootcomputing.org

Principal partners

Barefoot
 Computing at School



What is Computational Thinking?

| | | |
|--|---|--|
| <p>The Phisherman AN UNDERWATER ADVENTURE</p> <p>NEW</p> <p>PHISHERMAN GAME</p> <p>Age: 8-11 years</p> <p>Concepts: Digital Literacy</p> <p>Overview: Exploring an underwater village children learn how to recognise the signs of phishing and help the residents stay safe as they come under attack from the Phisherman.</p> <p>Play now</p> | <p>TRICKY TRAFFIC</p> <p>Age: 7-9 years</p> <p>Concepts: Algorithms, Decomposition</p> <p>Overview: Help the drivers of Red and Blue town avoid disaster using decomposition skills!</p> <p>Play now</p> | <p>Barefoot ZOO</p> <p>Age: 5-11 years</p> <p>Concepts: Abstraction</p> <p>Overview: Help Ranger Jack use the powers of abstraction to save his struggling zoo!</p> <p>Play now</p> |
|--|---|--|

Interactive Learning Games

We have also created some fantastic online games for children to explore. These fun activities are Barefoot inspired and apply computational thinking concepts to promote learning while playing.

Barefoot
 Computing at School





Scratch Jr

Scratch Jr is a visual programming language designed to introduce programming skills to children ages 5–7. By creating projects in Scratch Jr, young children can learn to think creatively and reason systematically, despite not being able to read. It is available as a free app for iOS, Android and Chromebook.

Activities

Each of these activities gives you a quick way to learn how to do new things with Scratch Jr. They are listed here in order of simplest to hardest, but feel free to play around in any order you'd like! For more information and a brief introduction to Scratch Jr see the Resources page.

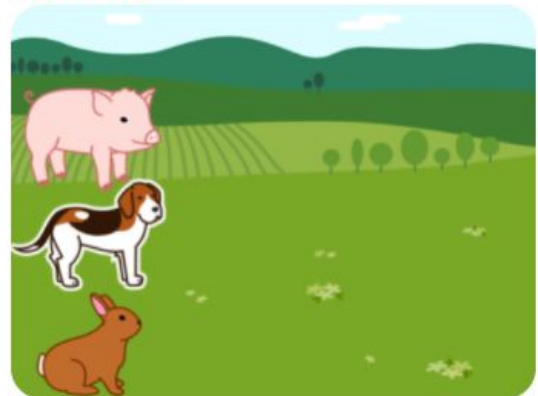
1. **Apple Store** - [Download Here](#)
2. **Google Play Store** - [Download Here](#)

1. Drive Across the City

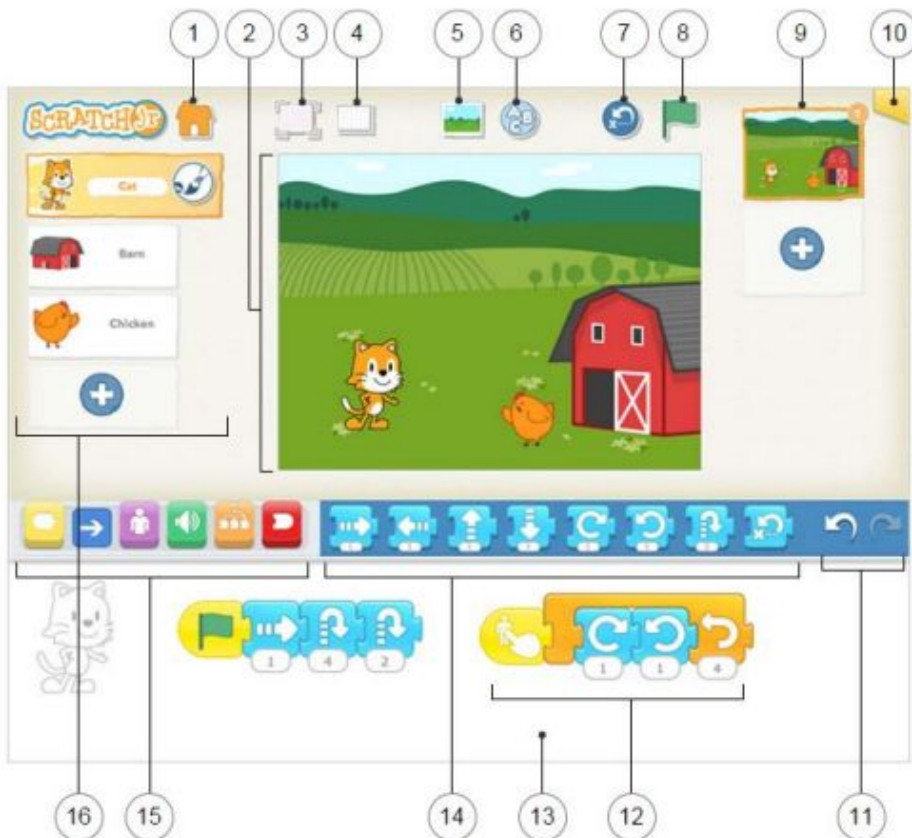


Pick a background and a character, and use a motion block to make a car drive across the city... [Read more](#)

2. Run a Race



Use the speed block to speed up or slow down a character... [Read more](#)



[Scratch Jr Interface Guide](#)



HELP!

For further support with Scratch Jr, be sure to check out their website: [Scratch Jr](#)





Scratch

Scratch is a free programming language and online community where you can create your own interactive stories, games, and animations.



Youtube Scratch Tutorial

Never used Scratch before? Check out this tutorial and learn to start making your first program.

Scratch Tutorials

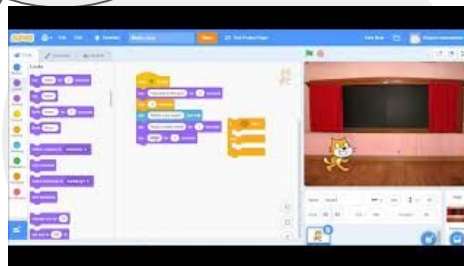
Choose a tutorial to get you going with Scratch. You can create a game, animation or story by following manageable steps.

**CURATED SCRATCH TUTORIALS
CREATED BY MR BHOL**



Make a game

Create a game on <https://scratch.mit.edu/> where you are a bear that catches falling apples from a tree.



Make a Quiz

A guide to use sequencing and conditionals on Scratch (online) by creating a maths quiz.



Make an Animation

Learn how to create your own sprites, change backdrops and use the broadcast script to create an animation on Scratch.

HELP!

For further support with Scratch, navigate to their website:

<https://scratch.mit.edu/>



Code Club



At Code Club, we think all children should have the opportunity to learn to code, no matter who they are or where they come from.

Here you'll find step-by-step instructions for our coding projects, which will teach you how to create games, animations and more with code.



Scratch

- Module 1
- Module 2
- Module 3
- Additional Projects



HTML & CSS

- Module 1
- Module 2



Python

- Module 1
- Module 2
- Additional Projects


Code Club Projects

Follow projects in Code Club to find multiple tutorial led learning experiences using a wide range of different programmable software and environment.




Micro:Bit

The BBC micro:bit is a pocket-sized, codeable computer that allows you to get creative.



Blender

Start making 3D models and animations like the ones in your favourite animated movies.



Look after yourself

Learn how to look after yourself and others with these projects to get you started with Scratch

Fancy volunteering to run a Code Club? Get your qualification here:
<https://codeclub.org/en/get-involved>



All-new project paths

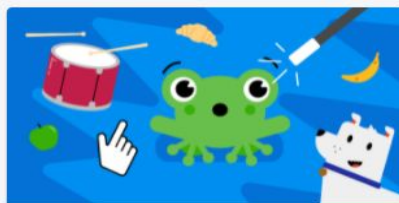
Learn coding and design skills, build your independence, and create the things that matter to you.

[Explore new paths](#)



Introduction to Scratch: sprites, scripts, and loops

In this introduction to coding in Scratch for beginners, you will learn how to add code, costumes, and sounds to sprites as you make animations, a game, an app, and a book.



More Scratch: broadcast, decisions and variables

More Scratch moves beyond the basics introduced in Introduction to Scratch. You will make apps, games and simulations using message broadcasting, if..then and if..then..else decisions and variables.



Further Scratch: clones, my blocks, and boolean logic

Further Scratch moves beyond the skills introduced in Introduction to Scratch and More Scratch. You will make apps, games, computer-generated art, and simulations using boolean logic, functions, clones, and more.





Make Code - Microbit

The BBC micro:bit is a **pocket-sized computer that introduces you to how software and hardware work together**. It has an LED light display, buttons, sensors and many input/output features that, when programmed, let it interact with you and your world.

Tutorials



Flashing Heart



Name Tag

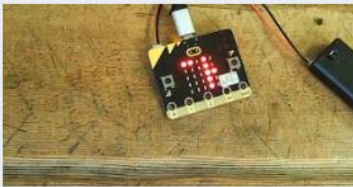


Smiley Buttons



Dice

Live Coding



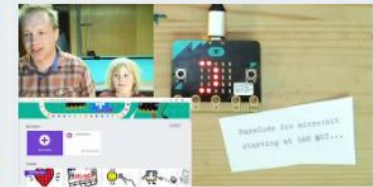
Name Tag



Dice



Hack Your Headphone



7 second game



Rock, Paper Scissors

Learn how to code a virtual Micro bit to play rock, paper scissors! Create your own project by following this link: <https://makecode.microbit.org/#editor>



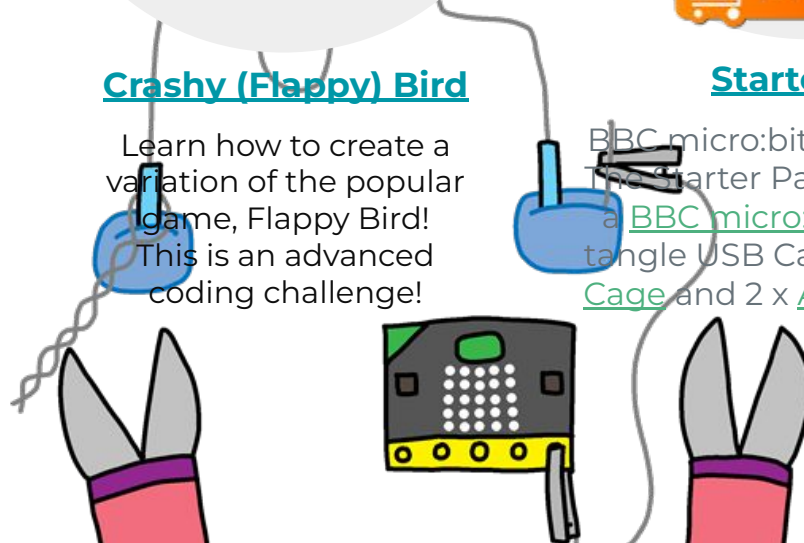
Crashy (Flappy) Bird

Learn how to create a variation of the popular game, Flappy Bird! This is an advanced coding challenge!



Starter Kit

BBC micro:bit Starter Pack. The Starter Pack consists of a [BBC micro:bit](#), a 1M anti tangle USB Cable, a [Battery Cage](#) and 2 x [AAA Batteries](#).





Microsoft MakeCode

Make Code - [Make Code Arcade](#)

Develop your programming skills by quickly creating and modding retro **arcade** games with Blocks and JavaScript in the **MakeCode** editor.

Skillmaps



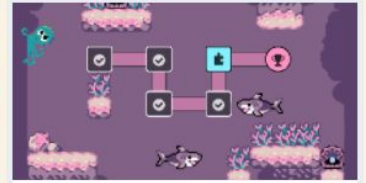
Beginner Skillmap



Monster Truck Racer

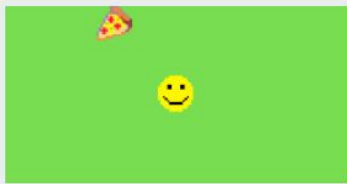


Talent Show



Shark Attack

Tutorials



Chase the Pizza



Flee My Valentine



Time Flies



Happy Flower

Live Coding



Space Arcade Game



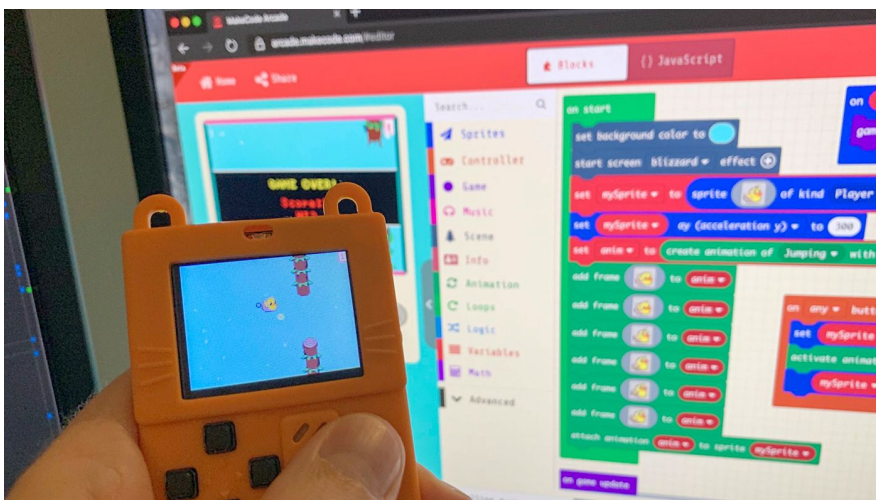
Chase the Pizza



Happy Flower



Lemon Leak



[Starting a project in Make Code Arcade](#)

Walk through of Make Code Arcade Platform and getting started with creating your first program



[Meowbit](#)

Kittenbot Meowbit Card-sized Retro Computer Codable Console for Microsoft Makecode Arcade and Python Video Game Console Compatible with Micro:bit Expansion Board for Robot





Co Spaces

Adaptable to any age or subject, **CoSpaces** Edu lets kids build their own 3D creations, animate them with code and explore them in Virtual or Augmented Reality



Student handbook

All the basics for students to get started with CoSpaces Edu

[Download pdf](#)



Educator kit

All the basics for educators to get started with CoSpaces Edu

[Download pdf](#)



Beginners Tutorial

This tutorial introduces the key tools and techniques to create virtual worlds using CoSpaces Edu!



Merge Cube

The Merge Cube Lets you hold digital 3D objects, enabling an entirely new way to learn and interact with the digital world.



Free Trial

Test CoSpaces Edu Pro for the first time for FREE for 30 days with this trial code: COSSchoolscape





Minecraft Education Edition

DISCOVER

What is Minecraft? Why all the blocks? How can a game support learning? Explore the basics of Minecraft: Education Edition.


[Learn More](#)



GET STARTED

Learn how to download and use Minecraft: Education Edition in your home, school, or organization.

[Learn More](#)



- **TEAMWORK**
Collaborate on projects with colleagues in multiplayer
- **TEACHING TOOLS**
Features and tutorials to support educators
- **SECURITY**
features Play in a safe environment
- **PLENTY**
of activities Learning content and curriculum guides for a variety of subjects
- **FOR ALL STUDENTS**
Customize the game and use accessibility features
- **CROSS-PLATFORM GAMING**
Available for Windows, Mac, Chromebook, and iPad

Minecraft Code Builder

Learn how to code in Minecraft! In this video, you'll learn how to make it rain chickens! Really!

This video, and the others in this series, require Minecraft Education Edition, which is free right now! Take a look at <https://education.minecraft.net/get-s...> to get started.



 **SCIENCE**

 **MATH**


 **COMPUTER SCIENCE**

 **LANGUAGE ARTS**

 **HISTORY & CULTURE**

 **ART & DESIGN**

 **DIGITAL CITIZENSHIP**

 **SOCIAL EMOTIONAL**

 **EQUITY & INCLUSION**

 **CLIMATE & SUSTAINABILITY**

Subject Kits

Get started using these starter kits, each with lessons, downloadable worlds, and tutorials in core school subjects.

