

# CLC Projects 2019-20

Session	Description
<b>KS1- Animated Stories</b>	Developing literacy and IT skills using 2create a story or 2publish+. Stories can be authored and retold, topics can be explained, images and photos can be added to posters, booklets, newspaper articles. 2create a story even allows the addition of sound effects!
<b>Algorithms with BeeBots, Apps and Bluebots</b>	Children will learn to control simple robots (BeeBots) using basic programming and explore directional language and giving instructions. They will move onto on-screen activities using BeeBots other programming Apps or software. Year 2 children will use more advanced planning and programming tasks using BeeBots and Bluebots.
<b>Game Design using Coding</b>	Use 2DIY to create a game to consolidate learning on any topic. Explore ScratchJr on the iPad as an introduction to coding a game.
<b>Data Handling</b>	Topic based data handling, creating pictograms and simple graphs.
<b>Film Making</b>	Use a variety of video techniques (e.g. Green screen) to encourage speaking and presenting. This can be linked to most topics.
<b>KS2 - Coding with Scratch</b>	Scratch has become the most popular way of getting children into coding. Through Scratch the key concepts of designing, writing and debugging programs can be introduced in a fun and engaging way.
<b>Make An App</b>	Pupils will use an online emulator to devise and code an app. Especially applicable to the Year 6 Switched On Computing Scheme.
<b>Online Research Skills</b>	Using quizzes and other interactive tools pupils will learn skills vital to being good learners. These include being discriminatory in their use of the web, starting to understand plagiarism and appreciating copyright and responsible usage of online materials.
<b>Lego WeDo (Years 3-4)</b>	Building models from Lego and writing simple programs to download to the model to make them come alive. Basic mechanical engineering principles are also introduced.
<b>Lego Mindstorms (Years 5-6)</b>	Build and program smart robots using industry standard programming techniques. The outcome of this project is a program to control a robot and using sensors to react to the environment.
<b>Animation with Kar2ouche</b>	Pupils create or retell a popular tale using Kar2ouche to add animation, sounds and other effects. The outcome of this project is a movie that can be played on any computer. Kar2ouche covers a wide range of topics including Egyptians, Romans, Vikings, Tudors and Victorians and Shakespeare.
<b>Introduction to Computer Programming</b>	An introduction to Computer Programming and computational thinking using activities both on and off the computer. A selection from a wide range of software and apps will be used to introduce pupils to key concepts such as variables, loops, debugging, inputs and outputs.
<b>Making a News Programme, Documentary or Advert</b>	Understanding film, storyboarding, capturing film and editing to produce a finished video on a curriculum topic.
<b>Online Publishing - Blog/Website</b>	Using a Blogging tool or a Website design service pupils will research a topic and consider purpose, audience, and design for their online presence. This can be combined with some HTML learning.
<b>Understanding Computer Networks</b>	How does your computer link to the Internet? How does the Internet actually work? Who controls it? How does Google catalogue the World Wide Web? These are the things our children need to know to be in control of their digital identity and consumption.
<b>Datahandling for Keystage 2</b>	Creating a spreadsheet or database to present and interrogate data - this can be linked to a variety of topics.
<b>Game Design and Virtual Reality</b>	Design a 3D game. One programme even allows you to explore your game using Virtual Reality!
<b>Stopframe Animation</b>	Pupils storyboard a short narrative, create their scenes and backgrounds and use the iPads to capture the animation with a view to exporting to iMovie for post production
<b>Creativity with the iPad</b>	Using the iPad creatively to produce a movie with soundtrack or an e-book. The iPad will be used as a research and production tool. Augmented and Virtual Reality can be incorporated for some topics.
<b>Music Technology - Logic/Garageband</b>	Using videos and still images on a topic as a stimulus to compose a soundtrack to accompany the video. Recent topics include the Rainforest, Our Local Area, Mythical Monsters, Natural Phenomena and Lost Happy Endings, or just compose a tune!
<b>3D Design and 3D Printing</b>	Use SketchUp to plan and create 3D interior and exterior worlds. Depending on the project, it may be possible to print the design using the 3D printer.

**These are some typical projects but we are happy to discuss your requirements.**