CLC Projects 2021-2022

These are some of our most popular projects but we are happy to tailor projects for your class.

ROBOTICS

Lego WeDo (Years 3-4)

Build a model using Lego and write programs to download to it to make it come alive. Introduces inputs, sensors and outputs as well basic mechanical engineering principles.

Lego Mindstorms (Years 5-6)

Build and program robots using industry standard programming techniques. Program inputs, outputs and sensors to allow your robot to react to the environment.

Algorithms with BeeBots, Apps and BlueBots (KS1)

Children will learn to control simple robots (BeeBots) using basic programming and explore directional language and giving instructions. They will complete further on-screen activities using programming apps or software. Year 2 children will use more advanced planning and programming tasks using BeeBots and BlueBots.

CODING

Introduction to Computer Programming

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 selection, variables, loops, debugging, inputs and outputs.

Coding with the Microbit

Use block code or JavaScript to code the digital display on the microbit. The various sensors, inputs and outputs can turn the microbit into a weather station, control motors and even play tunes. Pupils will learn the concept of programming variables by programming the microbit to be the Hogwarts Sorting Hat or a Fortune Teller!

Coding with Scratch

Scratch has become the most popular means 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. For KS1 Scratch Junior is used.

Game Design and Virtual Reality

Design and code a 3D game or world using the Co-spaces platform which can then be viewed in Virtual Reality (VR).

EYFS

Early Programming

Activities with a variety of robots and control toys to encourage early sequencing skills. This is reinforced by apps and software designed to introduce problem solving and sequencing.

Technology All Around Us

A range of activities to encourage children to explore technology and investigate its use in their world.

Taster Day

Make your setting technology rich for the day. We will set up various activities for the children and work with small groups throughout the day. This will allow you to see and test out a range of equipment to inspire you.

Music Technology

The projects offer a opportunities to compose music in a range of genres from electronic dance music to contemporary minimalism and 12-tone technique; add music to video and produce music intended for performance by live musicians.

Animation

Storyboard a short narrative or explanatory sequence, create scenes and backgrounds then export to iMovie for post-production final editing and add music and sound effects. This can be used done using stop motion animation or other animation apps and software.

Online Publishing (Website/Blog/App)

Using appropriate software or an online service pupils research a topic and consider purpose, audience, and design for their online presentation. This can be combined with some HTML learning.

Making a News Programme, Documentary Advert

Understanding film, storyboarding, capturing film and editing to produce a finished video on a curriculum topic.

Film Making

Use a variety of video techniques (e.g. Green screen) to encourage speaking and presenting. This can be linked to most topics.

Publishing for KS1

Developing literacy and IT skills to create an e-book including images, drawings and audio. Stories can be authored and retold or processes explained.

Understanding Computer Networks

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.

Online Research Skills

These include being discriminatory in their use of the web, starting to understand plagiarism and appreciating copyright and responsible usage of online materials. Evaluating websites for reliability and responsible use of Social Media. Can you recognise Fake News?

Data Handling

Topic based data handling progressing from creating pictograms and simple graphs in KS1 to exploring the functionality of spreadsheets and databases in KS2.