

Computing Sessions at Grove Road

(updated November 2020)

•BOOT-UP•

10minutes

Understanding a problem or issue that needs to be solved or addressed

•INPUT•

10minutes

Knowledge and Teaching – empowering the children with the new knowledge or skill which they will need to complete today's activity

•PROGRAM•

40minutes

Today's creative activity

This short engaging introduction or task will introduce the aim of today's lesson.

Depending on the current topic, it might be:

- Raising an issue to then discuss (such as internet use)
- Reviewing Wagolls or Wabolls
- Introducing a problem to be solved
- Reviewing the previous step/lesson and identify/consider what steps are needed next.
- Unpicking an example of work to understand how it was created
- Finding and identifying problems to solve

This is the 'teach' part of the lesson and should ideally be as short as possible to allow children to spend as much time as possible 'creating'.

Depending on the current topic, this might be:

- Teaching a new skill
- Outlining key steps needing to be taken
- Gaining knowledge from teaching, videos or interactives
- Demonstration

The majority of the lesson is devoted to creative activity within the current topic. This might be:

- Design, code & debug programs
- Poster or slideshow design
- Animation
- Practising skills in a program
- Designing tech and apps
- Recordings and Editing
- Digital Art
- Digital Photography

Wider opportunities for Computing and ICT

– anywhere and everywhere around the school!

Computing and the traditional aspects of ICT have almost limitless opportunities for inclusion across the curriculum and around the school. These include but are not limited to:

Online activities and games to support learning in all subjects; use of tech to record/review/evaluate work; communication between teacher/parent/child to share work and progress; as a medium for composing, editing and presenting written work, capturing/reviewing/broadcasting spoken word; research; presenting data and information; as a 'alternative' creative medium (e.g. in music or art); reviewing PE techniques and performances.

