

## Overview of Activities (Easy-to-follow mini projects for Foundation, Key Stage 1 and 2)

Key Stage	Apptivity Name	Target Skills & Summary	Computing Curriculum
Rec - 1	<a href="#">Little Computers</a>	Activity explaining what is a computer and its peripherals. Children will make their own computer using junk and develop basic computer skills through playing a variety of games.	IT & DL
Rec - 2	<a href="#">Junior Explorers</a>	Children will learn to give sequences of instructions to control Bee-Bots (floor robot). Children will understand that instructions need to be given in a correct order.	CS
Rec - 3	<a href="#">A is for Algorithm</a>	This unplugged activity will demonstrate to children the importance of sequencing by breaking down popular stories into individual elements so children can see the importance of following a sequence. Children will gain an understanding of the term Algorithm.	CS
Rec - 4	<a href="#">Art Attack</a>	Children will experiment with different drawing apps and software across a range of devices whilst being introduced to different styles of digital art. This activity will show children how to find images using the web.	DL
Rec - 5	<a href="#">Fantastic Tales</a>	This is a cross curricular activity with links to both Literacy and Art. Children will learn a popular tale and then re-tell the story by producing their own animation.	DL
Rec - 6	<a href="#">Let's Celebrate</a>	This apptivity should be ideally delivered around the Christmas period as it can be directly linked to "writing an email to Santa". The aim is teach children about sending their first email and the rules that they should be aware of when communicating digitally.	IT & DL
Y1 - 7	<a href="#">Walking with Dinosaurs</a>	By the end of this project, children will fully understand the term algorithm and will be able to use a simple app on an iPad to reinforce this learning.	CS

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Y1 - 8	<a href="#">Pictures Tell a Thousand Words</a>	This project will teach children about the main functions and buttons of a digital camera as well as about different shots. Children will see how important images can be by looking at well-known picture books such as The Snowman.	DL
Y1 - 9	<a href="#">App Attack - Games Design</a>	The aim of this apptivity is to introduce children to the simple concepts of games design as well as notions of sequencing, computational thinking, directional language and problem solving.	DL & IT
Y1 - 10	<a href="#">Crazy Creatures</a>	Throughout this project, children will further develop their understanding of control, directional language and programming, by programming a Bee-Bot and using appropriate control apps.	CS
Y1 - 11	<a href="#">Young Investigators</a>	In this apptivity, children will learn how to search on the internet in relation to a specific topic to develop basic web skills. The children will use Thinglink to produce and publish an interactive image.	IT & DL
Y1 - 12	<a href="#">We are all Connected</a>	The aim of this apptivity is to show children how the web works. The children will produce a simple eBook or presentation incorporating the key terminology they learn from this session.	CS & DL
Y1 - 101	<a href="#">Our Local Area</a>	In this computing activity we will be using technology to help us explore our local area. It uses investigative tasks to introduce children to the idea of looking at their local area with the aid of technology.	DL & IT
Y1 - 102	<a href="#">Ready, Steady, Go</a>	In this computing activity, children will learn about algorithms to produce their own simple game.	CS & IT
Y2 – 15	<a href="#">Whatever the Weather</a>	This apptivity will get children looking at data, how it can be presented and interpreted. Children will have to gather the data and then select the most appropriate method to display the data they have captured.	IT
Y2 – 16	<a href="#">Code-tastic</a>	Introduction to the language of code. Children will use a variety of programming apps/software to give them a practical understanding of how computer programs actually run.	CS

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Y2 – 17	<a href="#">Young Authors</a>	This apptivity will take the children on a technological journey and show them how technology has advanced over the years. This project will culminate in the children creating their own eBook.	DL & IT
Y2 – 18	<a href="#">Let's Fix IT</a>	Using Scratch, this apptivity will challenge children to analyse simple computer programs and by identifying any errors within the code, they can find a solution.	CS
Y2 – 201	<a href="#">Vehicles</a>	In this computing activity we will researching, designing and building our own vehicles. The children will then produce their own advert to showcase their amazing creations.	DL & IT
Y2 – 202	<a href="#">Mythical Creatures</a>	The children will learn about the history of and different types of animation. They will firstly produce a story about their made up mythical creature and then create their animation out of Clay/Plasticine or Paper using Animate it.	IT
Y3 – 19	<a href="#">Get Blogging</a>	Children will develop an understanding of how wikis work and will create their own wiki in small groups encouraging collaborative writing. Children will also review examples of blogs online, learn the basic elements of creating a blog and will then create their very own.	IT & DL
Y3 - 20	<a href="#">We are Publishers</a>	Children will create an eBook retelling the story of a famous book including illustrations that they will create themselves using Brushes	IT & DL
Y3 - 21	<a href="#">Class Democracy</a>	Children will be introduced to the concept of democracy. Children will create their own bill for proposed legislation and create an animation and an endorsement to support their bill.	IT & DL
Y3 - 22	<a href="#">We love Games</a>	In this apptivity children will use gaming apps to develop computational thinking skills and develop a simple program as a final project.	CS & IT
Y3 - 23	<a href="#">Big Robots</a>	The project will reinforce an understanding of directional language and programming. The final lesson will provide children with the opportunity to write their own algorithm by creating a flowchart.	CS

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Y3 - 24	<a href="#">My First Program</a>	This lesson plan will take you through the necessary steps to guide children in creating their very first computer game in Scratch.	CS & IT
Y3 - 301	<a href="#">Going for Gold</a>	Children will create a “My body, My fitness” e-book, which will document each week a personalised “Going for Gold” record.	DL & IT
Yr 3 - 302	<a href="#">Young Coders</a>	In this computing activity we will experiment with a range of computer science activities.	CS & IT
Y4 - 26	<a href="#">Final score</a>	Working in groups, the children will create their own sports news report which they will share and work on together online using iWork or Google Docs.	DL & IT
Y4 - 27	<a href="#">Back to the Future</a>	In this project, children will create their own blog detailing what they learn from researching about different technologies, inventors and the different components of a computer.	CS & IT
Y4 - 28	<a href="#">Making Games</a>	This lesson plan will take you through the necessary steps to create your very first computer game in Scratch.	CS & IT
Y4 - 29	<a href="#">Hurray for Hollywood</a>	The children will devise their own characters, plot and storyboard before filming a short movie which they will then edit in iMovie.	DL
Y4 - 30	<a href="#">Interface Designer</a>	HTML is the language used to create files which can be read by internet browsers to display web pages on the internet. In this lesson, children will build a basic web page using tags and elements to change the design and the colour of the web page.	CS & IT
Yr 4 - 401	<a href="#">Heroes</a>	In this computing activity, children will blend creative writing and coding to produce their own interactive animations.	CS & IT

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Yr 4 - 402	<a href="#">We've got the Power</a>	In this computing activity we will be exploring the power of social media as a force for good. We will ask children to start a campaign to correct one of the many wrongs in our world and use social media to gain support and gather momentum for their cause.	IT & DL
Y5 - 31	<a href="#">Cars</a>	This lesson plan will take you through the necessary steps to create a detailed 2 player game that includes racing cars around a track.	CS & IT
Y5 - 32	<a href="#">Website Designers</a>	A six-week lesson plan to guide children in creating their own website using free templates from WordPress.	CS & IT
Y5 - 33	<a href="#">News Room</a>	A six-week lesson plan to guide children in creating their own news report.	DL & IT
Y5 - 34	<a href="#">Interactive Art Exhibition</a>	The aim of this apptivity is to introduce children to the amazing world of Augmented Reality (AR). AR is a technology that superimposes a computer-generated image or video on a user's view of the real world.	IT & DL
Y5 - 35	<a href="#">Code Breakers</a>	A computer uses binary codes to function, it is the fundamental language of a computer. This apptivity has been developed to introduce children to this concept and how codes can be deciphered.	CS
Y5 - 36	<a href="#">Let's change the world: Inventors</a>	This project will culminate with children creating their own animation using I Can Animate. The children will create their own props and sets and will also learn how to edit their final piece in iMovie.	DL & IT
Y5 - 501	<a href="#">Grand Designs</a>	Over six sessions, children will be exploring drawings/illustrations representing both 2D and 3D worlds.	DL & IT
Y5 - 502	<a href="#">Earth and Space</a>	In this apptivity children will be exploring the earth and space using technology. The apptivity is designed so children look at all the different aspects of space.	CS, IT & DL

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Y6 - 37	<a href="#">Young Authors</a>	During this project, children will develop a story idea in small groups to create a storyboard. The children will then use Book Creator and Brushes to create their own eBook including text, illustrations and audio.	IT & DL
Y6 - 38	<a href="#">Stocks and Shares</a>	This apptivity is designed to give children an understanding of the stock market but more importantly engage them in a task that makes them analyse data, make informed choices, present and critique their decisions.	DL
Y6 - 39	<a href="#">Let's learn a language</a>	The aim of this apptivity is to introduce the children to the world of programming languages, of which there are many. They will experiment with learning some basic Python code using either iPads, PC or Macs.	CS
Y6 - 40	<a href="#">Appy Times Pt 1</a>	The children's task is to design a piece of wearable technology that links in with a smart phone app. In this session, the children will also create an advert "selling" their product.	IT
Y6 - 41	<a href="#">Appy Times Pt 2</a>	In this apptivity we will give children the chance to experiment with the basics of programming and app development using a variety of development platforms and styles of code.	IT
Y6 - 42	<a href="#">Heroes &amp; Villains -Graphics</a>	This project will take children through the steps to create their own Heroes and Villains style game using the program Scratch.	CS & IT
Y6 - 601	<a href="#">Building Battle Bots</a>	The children will use Physics engines and prototyping software to build and test a virtual robot.	CS, IT & DL
Y6 - 602	<a href="#">The Ministry of Crazy Coding</a>	We will be using Python programming to develop a game. Python is a programming language named after Monty Python the surrealist comedy group. Python's is simple, easy to learn compared with other languages like Java and C++.	CS, IT & DL