

Coding With Kodu / Introduction To Scratch

Audience: Teachers, Subject Coordinators and Teaching Assistants (Primary)

Outline of session:

At Key Stage 2, to meet the requirements of the new ICT / Computer Science curriculum pupils will need to be taught how to program computers. Current Government guidance indicates an expectation that pupils are being taught to:

- Create sequences of instructions to control events, and achieve specific outcomes.
- Design and implement systems for others to use
- Design ICT-based models and procedures with variables to meet particular needs.

This half day session includes an overview and demonstrations of both the Kodu game design software and the Scratch Animation package – both of which are free for use in schools.

Pupils enjoy using these fun and accessible applications to create a huge range of interactive games and immersive worlds. They will be capable of harnessing sophisticated programming instructions using an intuitive interface with confidence.

Delegates on this half day course will each have access to a computer for guided personal exploration of the software features.

Event Hosted by: Phil Anley, Leading ICT Teacher

Date: 6th March 2013

Time: 1.00pm to 3.45pm (registration and coffee from 12.45)

Venue: CPD Centre, Drove Campus

Delegate Fee: £40

Closing date for bookings: 20th February 2013

To apply, please complete and return the reply slip to:
CPD Centre, Drove Campus, Plymouth Street, SWINDON SN1 2LA
Email: cpdcentre@swindon.gov.uk

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Name(s)

School

Email address for delegate(s):

Event 060313KODU

6th March 2013

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