



**DIGITAL
SCHOOLHOUSE**
together with



A-Z

COMPUTING WORKSHOPS

Algorithms &
Programming

Communication
& the Internet

IT/Digital Literacy
& Online Safety

Data
Representation

Hardware &
Processing

Careers



Electronic Arts



App in a Day

KS2, KS3 & KS4

Discover what an app is and how initial ideas are developed, including building a user profile and reviewing existing apps.

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Algorithms & Programming

Communication & the Internet

IT/Digital Literacy & Online Safety

Cyber Safe

KS2 & KS3

Develop a strong grounding in online safety with the digital literacy and e-safety badges from iDEA.

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IT/Digital Literacy & Online Safety

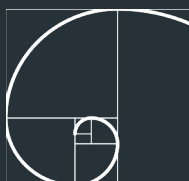
Beautiful Numbers

KS2 & KS3

Draw links between Mathematics, Art and Computing with the Golden Ratio and Fibonacci number sequence.

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Algorithms & Programming



Database Unplugged

KS2 & KS3

Use unplugged activities to understand the fundamental concepts of databases, from a simple level through to abstract concepts such as Relational Databases.

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Data Representation

IT/Digital Literacy & Online Safety

Big Data

KS2, KS3 & KS4

Learn how and why companies make money from our data and establish the difference between data and information.

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Algorithms & Programming

Data Representation

IT/Digital Literacy & Online Safety

Digital Footprint

KS2 & KS3

Learn that your online activity leaves a 'digital footprint' that can be used to identify you.

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IT/Digital Literacy & Online Safety



Crazy Graphics

KS2 & KS3

Lift the lid of computer graphics and explore how computers deal with the visually rich world around us.

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Data Representation

IT/Digital Literacy & Online Safety

Eco Gamer

KS2 & KS3

Use SEGA's packaging template to plan, design and promote your own eco-friendly packaging.

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Communication & the Internet

IT/Digital Literacy & Online Safety

Crazy Mazes

KS1, KS2 & KS3

Rise to the challenge and create your very own maze game.

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Algorithms & Programming

IT/Digital Literacy & Online Safety

Funky Maths Calculator

KS2 & KS3

Create your own calculator using the Scratch programming environment with simple algebraic equations and variables.

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Algorithms & Programming

Cryptography

KS2 & KS3

Learn how to use advanced spreadsheet functionality using secrets and encryption.

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Algorithms & Programming

Communication & the Internet

IT/Digital Literacy & Online Safety

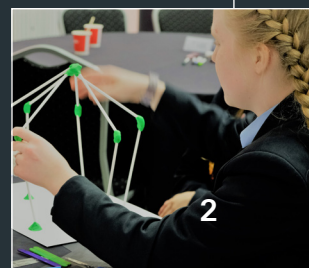
Generating Art

KS2 & KS3

Draw shapes, explore the number of sides they have and how to calculate internal angles with Scratch-based programming.

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Algorithms & Programming



Get Smart About P.L.A.Y.

KS2, KS3 & KS4

Understand safe and sensible play in collaboration with Ask About Games.

IT/Digital Literacy
& Online Safety

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Get with the Algo-rhythm

KS2 & KS3

Investigate how dance routines can teach you about algorithms and digitise your dances with Scratch.

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Algorithms & Programming

iRobot

KS2, KS3 & KS4

Explore what we understand by human intelligence and uncover the implications of artificial intelligence.

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Communication
& the Internet

IT/Digital Literacy
& Online Safety

Just Dance with the Algorithm

KS1, KS2 & KS3

Developed in partnership with Ubisoft. Engage with core programming and computing concepts through an exciting combination of video games and dance.



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Algorithms & Programming



Let's Doodle

KS2 & KS3

Learn how to build 2D models and 3D models with 3Doodler, and cover every strand of the Computational Thinking Framework.

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Hardware & Processing

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& Online Safety

Let's Play Code Combat

KS2 & KS3

Solve puzzles and defeat ogres in this educational game to learn increasingly complex programming concepts.

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Algorithms & Programming

Loopy Games

KS2 & KS3

Developed in collaboration with Kuato Studios and the Video Games Ambassadors. Learn how to design and create your own game using methodology that reflects the processes followed in the UK Video Games Industry.

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Careers

Algorithms & Programming

Communication
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Machine Code Mario

KS2, KS3 & KS4

Discover how computers use switches to represent numbers and create a Super Mario level that requires an understanding of binary in order to pass it!

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Algorithms & Programming

Data
Representation

Maths Quiz

KS2 & KS3

Developed at Langley Grammar School. Combine mental maths skills with computing and algorithmic thinking to explore variables and random numbers.

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Algorithms & Programming

Moon Landing

KS2, KS3 & KS4

Discover the parts that made up the Apollo Guidance Computer (AGC) and then compare them to the parts of a modern computer.

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Algorithms & Programming

Data
Representation

Hardware & Processing

Networks Unplugged

KS2 & KS3

Share your knowledge surrounding networks and use unplugged activities to highlight the difference between the World Wide Web and the Internet.

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Communication
& the Internet

Oddventurous Gaming

KS2 & KS3

Developed in collaboration with Disney and Playniac. Learn games design by embodying an actual game!

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IT/Digital Literacy & Online Safety

Scratch Stories

KS1, KS2 & KS3

Write your own story and further your learning and development in programming.

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Algorithms & Programming

Part-Baked Games

KS2 & KS3

Learn how to build common game mechanics by building five different games using Construct 3 inspired by the BAFTA YGD rule cards.

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IT/Digital Literacy & Online Safety

Starlink: Battle for Atlas

KS2, KS3 & KS4

Originally developed by Magic Makers in collaboration with Ubisoft. Design and code your own Starlink game in Scratch, Construct 3 or Unity.

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Algorithms & Programming



Part-baked Games: Chef's Edition

KS2 & KS3

Developed in partnership with Outright Games. Create a paper games prototype inspired by Gigantosaurus, and a digital prototype based on your ideas.

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Surprise Stories

KS2 & KS3

Inspire and encourage your own creativity by combining creative writing and programming concepts.

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Algorithms & Programming

Pitch Perfect

KS2 & KS3

Navigate the process of designing and delivering a publisher pitch for a game.

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Switched on Sound

KS2, KS3 & KS4

Explore the history of computerised music including automation, punch cards and the development of digital music by composing their own multitracked piece of music using a Nintendo LABO piano.

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Data Representation

IT/Digital Literacy & Online Safety

Rabbids Coding

KS2 & KS3

Rabbids Coding is a game created to introduce children to programming and the basics of logic. Find the best algorithm with the smallest number of code blocks to achieve your goal.

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Algorithms & Programming

Hardware & Processing



True or False

KS2 & KS3

Developed by Digital Schoolhouse and V. Allen from Millais School. Learn how not all news found online is trustworthy and reliable.

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IT/Digital Literacy & Online Safety

Robo-Challenge

KS2 & KS3

Inspired by IBM's Robo-Challenge competition. Learn how to program an electronic amphibious vehicle.

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Algorithms & Programming

Hardware & Processing

Ultimate Games Careers

KS2 & KS3

Developed in collaboration with Into Games. This guide is bursting with expertise and information for aspiring games professionals.

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IT/Digital Literacy & Online Safety

Careers

MAPPED TO

UK PRIMARY CURRICULUM

JUNIOR TOURNAMENT

PROJECT-BASED LEARNING

“It was the best
computing topic ever”

- Pupil

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