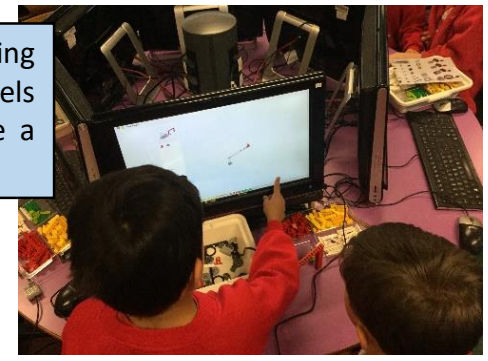KS2

Year 3 took part in a Lego coding workshop. They had to build models and then program them to achieve a specific goal.

Year 3

Year 6

Year 6 learnt about APP building. The children created an APP about London, designed to help a tourist visiting the city. They had to use code to write the APP and added important information about London: maps, places of interest, restaurants and hotels, to name a few.
They then added links to their APPs which would help the visitor find websites to aid their visit. The children then supported their facts with images.

CLC Trips
Spring Term 2019
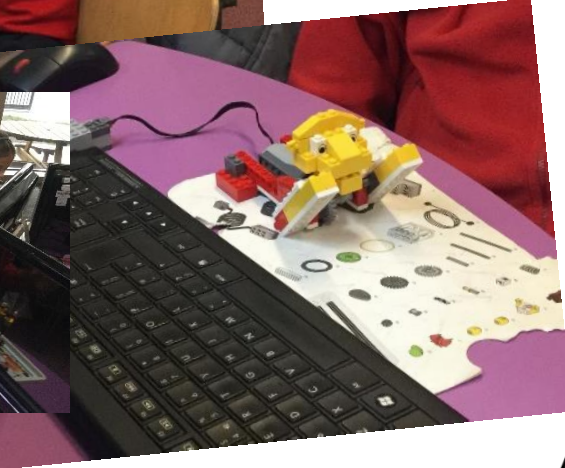
Year 4 took part in a workshop coding Edison robots. The children had to program the robots so they could move around. They created specific code which meant the robots identified obstacles and moved away from them .

Year 5

Year 4

Year 5 used a program called 'Mission Maker' to create their own games. The children created 3-D adventure games where they explored key features of game design, while learning about narrative structure and basic computer programming concepts. The children had to plan their set design and make decisions about what would follow certain actions of the player. The aim of the games was for the player to explore and collect different items.
Once they had completed their games, the children had a go at playing each other's.