

Creative Computing Conference - Overview of seminar sessions

1 Just 2 easy - getting the best from J2e & JIT - fantastic online publishing and creativity tools

EYFS, KS 1 & 2

The Just2easy team will introduce you to their complete set of online tools to encourage creativity in lessons. JIT includes writing, painting and animation tools suitable for use from Early Years and onwards. Pupils can easily create a range of charts and graphs and Turtle teaches children the initial concepts of direction and simple programming. Using j2e pupils and teachers can create impressive documents in minutes, adding their own text and images, embedding videos and sounds - a fantastic way to share their learning.

2 Using iPads and Tapestry effectively in EYFS to track and record progress

EYFS

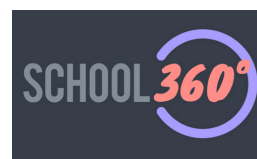
Shanklea Primary



Many schools and settings are discovering Tapestry, an alternative to scrapbook paper journals. This seminar will be delivered by Kay Laughton, EYFS lead at one of our primary schools. Come along to the session to find out more about how to make best use of this great online resource.

3 Making the most of School360 in your school – examples of good practice All Phases

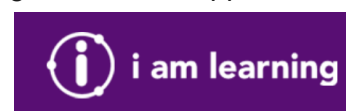
How are other schools using School360 since it's launch last year? Head teachers and class teachers will deliver this session giving participants an insight into what has worked particularly well for them. From using the Google Calendar and Drive for more effective communication and file management to opportunities to make lessons and homework more interesting and accessible.



4 IamLearning – are you? Get the latest info on the use of this great product KS1,2&3

What is i am learning? "I am learning is an online, whole school improvement service, which facilitates effective homework, independent learning and assessment. Powering learning for over 12 million users worldwide, I am learning's games based approach is proven to raise results."

Come along to this session from the IAmLearning team to find out how you can use IAmLearning more effectively in your school.

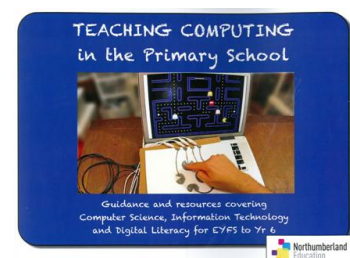


5 Great, practical classroom ideas for teaching programming at KS1

KS 1

Sue Wild

Following on from the full day courses offered to colleagues in 2014 we have mapped lesson activities to mapped to a long term plan for all year groups in Foundation Stage & KS 1. In this session a range of activities will be explored including devices, paper-based, online packages and apps for the iPad. Teachers will be able to try out ScratchJr which was released Summer 2014 and might be 'new' to some colleagues.

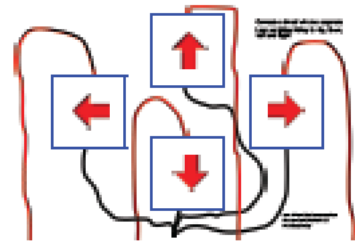


6 Building your own games controller to link with the programs you write

All phases

In this session we will look at how you can use simple membrane switches to make controllers to operate games made in programs such as Scratch.

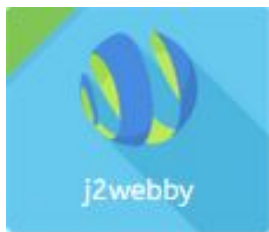
Session members will build their own membrane switch, connect it to the computer using Makey Makey and explore how multiple switches can be combined to create a games controller.



7 Just 2 easy

Using the webby & Bloggy effectively in schools

KS 1 & 2



Webby and Bloggy are powerful, easy to use tools which will allow you and your pupils to display work and share learning both in and outside of the classroom. Link content to your existing school website, allow pupils to create their own blog linked to a specific project, encourage enquiry and discussion amongst your pupils - all within an e-safe environment.

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Animation offers some great creative opportunities for pupils with many links to Literacy, Art, Design and Craft. Come along and find out how one school has effectively built this into their curriculum.



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11 Great, practical classroom ideas for teaching programming at KS2 KS 2

This session will look at some building blocks for using Scratch to teach computing in the Key Stage 2 classroom. Lots of easy starting points which can be adapted, improved and developed by pupils. What should you be teaching at KS 2? What are the computing aims behind the project? All this and more in a sessions aimed at providing ideas for those unfamiliar with programming in Scratch.



12 What's new in School360 ? Get the big picture, feedback your ideas and new developments

All Phases
Steve Young

This is a great session for both those unfamiliar with School360 and also current users wanting to know about current developments and what's in the pipeline – Culture360, e-books, Early Years interface, changes to resources, Registration back into SIMs are just some of the topics covered in this session.



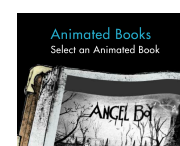
13 Just2easy Using J2code to teach computing KS 1 & 2

An opportunity to learn about j2code from the developer, Just2easy. J2Code meets all of the coding elements of the National Curriculum computing programmes of study for KS1 and KS2 and includes teacher resources fully mapped to the new curriculum, step by step suggestions on how to teach each year group and the facility for pupils to share and publish code.



14 Using Angel Boy and Gothic Tales - to raise standards in writing Upper KS2 Chopwell Primary

Angel Boy and Gothic Tales are 2 fantastic interactive stories available from ShooFly Publishing and built into School360. Cram packed with teaching and learning resources – come and hear how one school has used them to significantly impact on writing.



Teacher Mike Glenton will talk about how he used Angel Boy and Gothic Tale (available on School360) to raise the attainment in Year 6 writing levels. Mike will focus on how to these texts as a powerful stimulus for extended writing. This session will include time to explore how objects and artefacts can be used to extend language through experience.

15 e-safety – latest update and guidance

All Phases
John Devlin

This workshop will be of particular interest if you haven't attended a CEOP course in the last two years. It will give an overview of sources of e-safety guidance and support, the



range of education resources available for all ages, with a particular focus on the new resources produced by the SWGfL, CEOP, and Childnet International.

16 Little Red Languages - Supporting Languages in KS 1,2 & 3

KS 2 & 3

Pat Dempsey

Looking for ideas and resources to support the new MFL curriculum for KS2/3?



Come along to this hands on workshop, try our interactive stories and resources and discover practical and creative ways of using them in language learning. We will be looking at iPads and how our resources can be used with apps such as Book Creator.

Languages: French, Spanish and English.

Phase: KS2/3

17 Great, practical classroom ideas for teaching programming at KS3

KS 3

Steve Robson

This session is a walkthrough of the guidance materials produced by the eLearning team to address the new Computing requirements. We will look at project based approaches which are designed to engage pupils and stimulate creativity using a variety of classroom resources, some of which are available for free download.

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19 PenguinPig - Book, theatrical presentation & interactive workshop

EYFS & KS 1

Traum Theatre

In this session we'll perform a section from our e-safety themed theatre show 'Penguinpig', and give you a taster of our interactive follow-on workshops, which have been specially designed for EYFS and KS1. We'll also demonstrate how 'Penguinpig' can support your school's cross-curricular e-safety policies for EYFS and KS1, and enrich the learning



experience for your pupils, both educationally and creatively.

PENGUINPIG

Based on the best-selling book by Stuart Spendlow, illustrated by Amy Bradley.

Phoebe reads about an exciting creature called a Penguinpig on the Internet. She sets off alone on an adventure to find the adorable Penguinpig, following the websites' instructions all the way to the zoo - but what will she find inside?

With beautiful puppetry and catchy songs, PENGUINPIG is a fun-filled show about e-safety, perfect for EYFS and KS1.

"PENGUINPIG is a splendid book. A warning to the world and not just les enfants."

Ian Whybrow (Children's Author)

Created with support from Little Angel Theatre and the eCadets, and with public funding from Arts Council England.

TRAUM Theatre

TRAUM are based in Lincolnshire and were founded in 2014 by Artistic Director Jane Crawshaw. TRAUM aim to create imaginative, unique and inventive shows for all ages, particularly focusing on taking high-quality theatre to rural and hard-to-reach areas, where the residents are not often able to see live theatre. Previous shows include SADAKO, a performance installation for 8-12 year olds, created in partnership with Culture Works East, Ideastap and Latitude Festival; and CHRISTMAS STORMS AND SUNSHINE, a Christmas show for families based on an Elizabeth Gaskell short-story.

Our Partner Organisations:

Little Angel Theatre

LAT was established in 1961, and is nationally and internationally a leader in the field of puppetry. For over 50 years LAT have been creating high-quality puppet theatre for family audiences from their base in Islington, and they also regularly provide support and development opportunities for new and established puppeteers and puppet makers.

eCadets

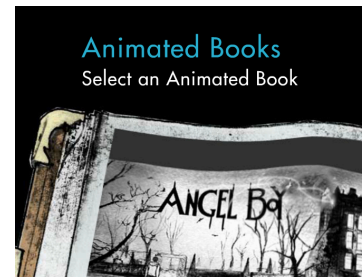
The eCadets is the only scheme of its kind in the UK especially designed for ages 3 to 18 years and with Ofsted and Estyn teams recognising its impact in schools. Through peer-led learning, the eCadets work with schools to empower and support pupils in helping make the Internet a safer place for their whole school community, and teaching safer Internet practices.

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Upper KS2
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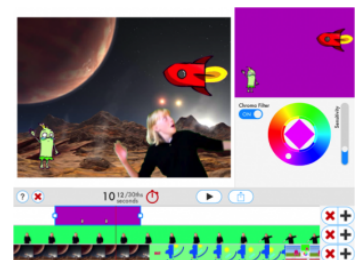
Phase: KS2/3

23 Using iPads in KS 1 & 2

- a great hands on session with a range of apps to explore

KS 1 & 2
Jen Harris

A great opportunity to explore a variety of apps to engage and inspire Primary pupils. Come along to hear about the latest developments as well as some tried and tested favourites. The session will include hands-on time to allow you to explore the apps most relevant to you and your school.



24 Using iPads and scratch to control and program devices

All Phases

Steve Robson

There has been a recent explosion of relatively cheap devices which can be controlled via free apps or simple software. This session will examine a few of the most interesting we have found. Expect anything from a blue lifeboat to a precision helicopter! This session will feature hands-on opportunities.

25 See information on Seminar 19

26 Using an adventure game as a focus for creative writing - Mystery lighthouse KS2 & 3

This is a fantastic and fun project aimed at pupils in KS 2 & 3. It utilises the iPads as both a stimulus for creative writing and also as a technology for recording notes and video animations.

No prior knowledge of iPads is required and during the session colleagues will involve 5 different Apps :-

1. Mystery Lighthouse - a graphic adventure story

2. Trading Cards - Read, write, think

Aurasma - Augmented Reality

FX Studio - Green Screen Video

Morfo Booth - 'Talking heads'



27 Making the most of School360 in your school – examples of good practice

All Phases

How are other schools using School360 since it's launch last year? Head teachers and class teachers will deliver this session giving participants an insight into what has worked particularly well for them. From using the Google Calendar and Drive for more effective communication and file management to opportunities to make lessons and homework more interesting and accessible.



28 Google Drive, online storage and data security – using it safely and effectively

All Phases

John Devlin

This workshop is designed to give you a brief overview of the Data Protection Act and its implications for schools, particularly with the move towards cloud-based storage solutions. The course will cover the role of the ICO and their approach to regulation, an overview of the legislation, how the ICO can help, and an overview of sources of guidance and support.



29 Using iPads in Early Years - a great hands on session with a range of apps to explore

EYFS

Sue Wild

Want to make better use of iPads in EYFS? Need some great apps to get started? This seminar is a 'hands on' session exploring a wide range of exciting apps that have been created for our youngest pupils. Go back to school with a list of 'must haves' (many of them free) to support all areas of the curriculum and some that are just fun!



30 Computers & control - From roamer to Bluebot– off the shelf devices to control.

KS 1, 2 & 3

Steve Robson

This session is a smorgasbord of devices which would help any classroom address control in a creative and fun way. Some devices are cheap, others less so, so this is an ideal opportunity to see and try resources that might work for you.