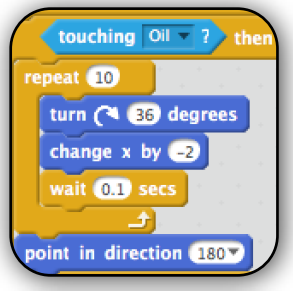
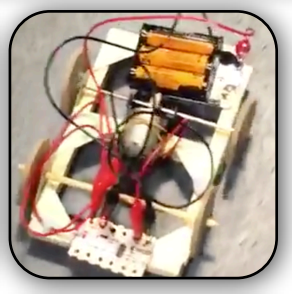
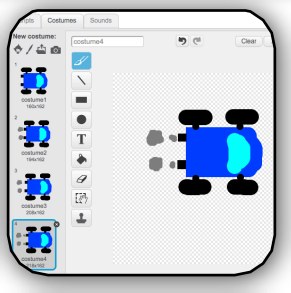
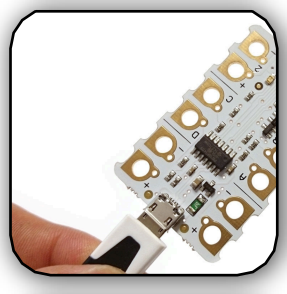
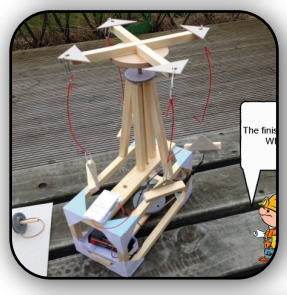
ICT & e-Learning

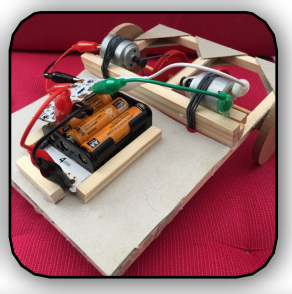


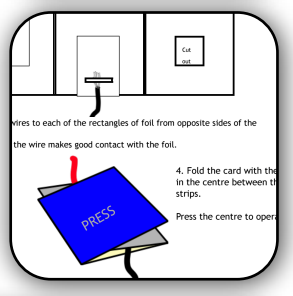












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Introduction

This year we are offering a range of courses themed under four headings;

- the teaching of computing;
- the use of ICT as a tool across the curriculum;
- the management and leadership of ICT;
- e-safety and security when using ICT in school.

Our courses are free to schools who are members of ICT SLA 1 – curriculum support.
Schools not part of ICT SLA 1 can send staff, but these will be charged on an individual basis. Courses are open to schools within Northumberland Education Authority, as well as Academies and None L.A. schools.
Information on SLA's and booking courses can be found on the ICT Team website at ngfl.northumberland.gov.uk

Within the Local Authority we continue to develop resources and content of our Learning platform, School360, to support the teaching and use of ICT within the curriculum.
School360 continues to develop from strength to strength and this year we will be launching a number of new items of functionality including:

- Integration with SIMs to allow schools to use School360 to register pupils and send data automatically into SIMs;
- A Parent App for iPhone and Android which allows the school to message parents directly or in groups, send news and information on pupil attendance and rewards, as well as enabling parents to register absence;
- A new EYFS interface, designed by Northumberland teachers which provides a simple graphical sign on system and enables the teacher to set bespoke activities for individuals, groups and classes.

We are also launching our 'Mystery of Wickworth Manor' literacy project, developed collaboratively with Northumberland Schools, Anne Curtis at ShooFly publishing and Bloomsbury publishing.

A number of new courses are planned this year including;

A course especially for Admin staff on using School360 to register pupils and how to manage your school360 platform;
Star Control - a programming roadshow for schools;
Ozobot for desk top control;
Crumble for making and controlling your own devices.

Courses are just one element of the support we provide to schools and if you or your staff would like training or support in other aspects of Computing and ICT, please contact either myself or a member of the ICT team.

Richard Taylor
ICT & e-learning Adviser

Course Calendar

Date	Computing	ICT across the curriculum	Leadership & Management	e-safety & security
April 2016		12 Hub - New features in I am learning 19 Writing for a purpose KS2/3 - J2webby and/or J2bloggy		
May 2016		11. Blogging for Early Years (&KS1) using JIT & J2webby 18. Easy animation on the iPad to enhance Literacy lessons 10. Tapestry and Seesaw - Digital Portfolios for Keystages 1, 2 and 3		
June 2016	1. Practical lesson ideas for teaching computing in EY's & KS 1 2. Practical lesson ideas for teaching computing at Key Stage 2	13.Hub - Writing for a purpose using J2webby and/or J2bloggy 17. Minecraft across the curriculum		31. Managing Google in your school – ensuring the safe and effective use of Google in School360 and Corporate Gmail 32. e-safety resources and updates
July 2016		21. Kodu for creative writing		30. CEOPS Thinkuknow half-day Introductory course 34. Keeping your data safe – ensuring secure practice with Data and online storage- encryption devices and cloud storage 33. Monitoring internet activity in your school – how to get the best from Future digital and Lightspeed

Date	Computing	ICT across the curriculum	Leadership & Management	e-safety & security
September 2016	5. Practical and fun ways to make your own games controllers.	**9. EYFS & School360 - the new look!(regional)** 14. **Mystery Lighthouse and Spooky Mansion - Using ICT as a stimulus for creative writing** **10. Tapestry and Seesaw - Digital Portfolios for Keystages 1, 2 and 3**	24. An overview of School360 for secretaries and admin staff	**31. Managing Google in your school – ensuring the safe and effective use of Google in School360 and Corporate Gmail**
October 2016	**1. Practical lesson ideas for teaching computing in EY's & KS 1** **2. Practical lesson ideas for teaching computing at KS 2** **7. Computer Control Challenge - Build your own Robot buggy.**	**15. iPad apps to enhance topic lessons** **20. Improving Standards in Literacy with inspiring digital resources** 23. **3D Printing for Primary and Middle Schools**	25. ICT coords	**32. e-safety resources and updates**
November 2016	3. Star Control 4. Ozobot - simple and effective control for KS 2 & 3	**16. Motivating Maths apps** **18. Easy animation on the iPad to enhance Literacy lessons**		**30. CEOPS Thinkuknow half-day Introductory course** **34. Keeping your data safe – ensuring secure practice with Data and online storage- encryption devices and cloud storage**
December 2016	5. Project Spark	**11. Blogging for Early Years (&KS1) using JIT & J2webby** **22. Getting ready for SATS - New features in I am learning**		

Date	Computing	ICT across the curriculum	Leadership & Management	e-safety & security
January 2017	**2. Practical lesson ideas for teaching computing at Key Stage 2** **5. Fun with Fairgrounds**	**19. Writing for a purpose KS2/3 - J2webby and/or J2bloggy**		32. e-safety resources and updates 33. Monitoring Internet activity in your school - how to get the best from Future Digital and Lightspeed
February 2017	1. Practical lesson ideas for teaching computing in EYFS & KS1	**21. Kodu for creative writing**		**30. CEOPS Thinkuknow half-day Introductory course**
March 2017	3. Star Control 4. Ozobot - simple and effective control for KS 2 & 3	**14. Mystery Lighthouse and Spooky Mansion - Using ICT as a stimulus for creative writing.**	**29. Conference**	
April 2017	2. Practical lesson ideas for teaching computing at KS2 8. Project Spark			

Date	Computing	ICT across the curriculum	Leadership & Management	e-safety & security
May 2017				
June 2017	1. Practical lesson ideas for teaching computing in EYFS & KS1 2. **Practical lesson ideas for teaching computing at Key Stage 2**			
July 2017				

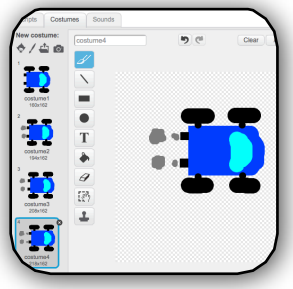
Computing

1. Practical lesson ideas for teaching computing in EYFS & Key Stage 1

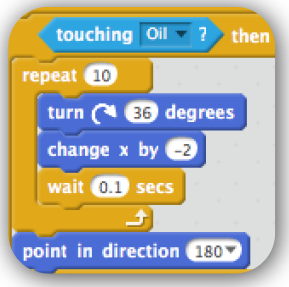
This is a great course for teachers concerned about teaching Computing in the Early Years and Key Stage 1. A range of resources will be explored including programmable devices, paper-based activities, online packages and apps for the iPad. Teachers will be able to try out ScratchJr which was released Summer 2014 and might be 'new' to some colleagues. The resources are mapped to a long term plan for all year groups in Foundation Stage & KS1

Phase: EYFS & KS1
Dates:
Wed 8th June 2016
Venue: Ashington Town Hall 1.00pm - 3.30pm
6th Oct, February 2017
Venue: TBC
1.00pm - 3.30pm

2. Practical lesson ideas for teaching computing at Key Stage 2



This course will provide a wealth of resources to use with pupils back in the classroom. The focus of the session will be to make a simple car racing computer program, but throughout the session consideration will be given to how the ideas can be developed and modified to use with other topics and themes.
The course is suitable for both beginners and those with experience of using Scratch.
Course members will receive a number of resources during the session including:



Design a car game work cards for pupils;

Design a space game guide for staff;

Basic starting points help cards.

As well as links to other resources mapped to Yr's 3,4,5 and 6.

Phase: KS2
Dates:
Wednesday 22nd June 2016 at Ashington Town Hall from 1.00pm - 3.30pm,

3. Star Control - overview of school roadshow

Star Control is a school based workshop of activities for pupils to teach control. This is an half day course which will provide an overview for teachers of the wide range of control and programming activities involved the the school based workshop.

The experience is intended to engage and stimulate interest in coding and control by using a wide range of physical control devices which pupils may not be familiar with.

The experience in school is planned to last for half a day and can accommodate up to 30 pupils per session. It will require a large open space such as a school hall.
The whole event is themed around the Star Wars movies, each device has a simple task and is linked to a narrative. Pupils work in groups of 3-4 and will work around the range of devices gaining as many different experiences as possible in the time allowed.

If you think your school would like to book the roadshow or if you want ideas for teaching control yourself, come along to this teacher based session.
Phase: Key Stages 2 & 3
Dates: Tues 5th July 2016, Tues 15th Nov, 2016, Tues 7th March 2017 - 1.00pm to 4.00 pm Ashington

4. OZOBOT – simple and effective programming and control for KS 2 & 3

Ozobot is a fantastic, desktop sized device that pupils can program in a variety of ways.

At its simplest level pupils can 'write' programs by drawing with different coloured marker pens using Ozobots unique coding system.

They create paths to direct the Ozobot around the workspace in a similar manner to the way industrial robots are programmed to work on warehouses.

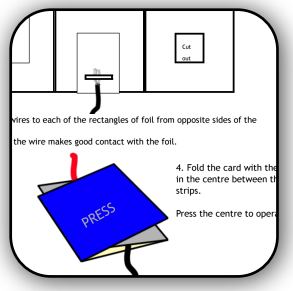
Ozobots can also be programmed using an iPad and the code is then transmitted to them.

Phase: Key Stage 2 & 3
Dates: Tues 28th June 2016, Tues 29th Nov 2016, Tues March 21st 2017

1.00 pm to 4.00 pm Ashington

Course members will receive a free OZOBOT

5. Practical and fun ways to make your own games controllers



This is a fun and practical way to get pupils engaged in computer programming. The activities involve simple control, programming and there are clear cross curricular links to design and technology.

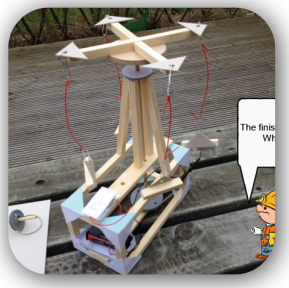
Course members will build a simple game controller to 'plug' into the computer and then create a simple game program to control. No special resources are required in school, just tin foil, prit stick, wire and a stapler.

Activities are suitable for beginners and those more experienced with programming.

Phase: Key Stage 2 & 3
Date: September 2016, February 2016

1.00 pm to 4.00 pm Ashington

6. Robot Builders 1 - Fun with fairgrounds



A great, fun, practical way to link computing and control into the curriculum. Cross curricular links with Design and Technology involve course members making a simple motorised wooden fairground ride and then linking it to the computer using the Crumble interface. They will then use the free Crumble software to write a program to control their device.

Course members will receive a free Crumble control interface as well as motors and resources to build a fair ground ride.

Course members will also have the option of taking away a Computer Control Challenge class Set Kit comprising :

a set of 10 crumble control interfaces,
20 motors and gear boxes, wheels, wire, axles and other useful resources.

A challenge will be set for pupils to work in teams, back at school to build their own Robot Fairground to tackle the challenge.
Challenge Kits are valued at £200 and course members will be able to buy them for £75.

Phase: Key Stage 2 (Yr 4, 5, 6) & Key Stage 3
Date: Thurs 16th June 2016, January 2016
9.00 am to 4.00 pm

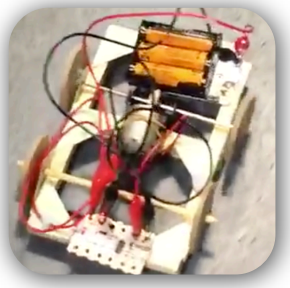
7. Robot Builders 2 - Build your own Robot buggy.

The great computer control challenge. This course is made up of two elements.

1. The initial course will take members through the process of designing and making their own robot buggy using simple construction components and using the crumble control interface to program it.

All the resources used on the day will be provided free to build a robot buggy including the Crumble interface which teachers will be able to also take away.

2. Course members will also have the option of taking away a Computer Control Challenge class Set Kit comprising :
   a set of 10 crumble control interfaces, 20 motors and gear boxes, wheels, wire, axles and other useful resources.



A challenge will be set for pupils to work in teams, back at school to build their own Robot Buggy to tackle the challenge.

Challenge Kits are valued at £200 and course members will be able to buy them for £75.

Phase: Key Stage 2 (Yr 4, 5, 6) & Key Stage 3
Date: October 2016
Ashington, but addition venues will be added around Northumberland depending on partnership take up.

8. Project Spark – creative game design and development

If you have used KODU you will love Project Spark - if you don't know either then you are in for a treat!

Project Spark is a powerful, yet simple way to build and play your own worlds, stories and games.
Experience the ultimate interactive playground, delivered as a free digital download with many options for enhancing your creative experience.

Project Spark requires Windows 8.1 or 10

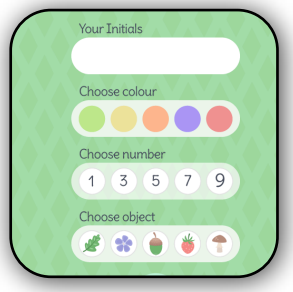
Phase: Key Stage 2 & 3
Date: Tues 6th December 2016, Tues 4th April 2017

1.00 pm to 4.00 pm Ashington

ICT across the curriculum

9. EYFS update for School360

This session introduces the new brand new customised logging in screen for our youngest users and the subsequent simplified resources that will engage pupils, parents and teachers. Colleagues will be able to decide when to move on from the simple interface and how to populate resources for the children to explore independently.



Phase: EY's & KS 1
Dates: June 2016
Venues TBC 4.00 - 5.00
Ashington, but addition venues will be added around Northumberland depending on partnership take up.

10. Using iPads for assessment, observation and digital portfolios

This session will explore two apps which will help you to document and share the learning experiences of your pupils. Tapestry is an EYFS app being successfully used in many schools as an alternative to paper based learning journals.

Seesaw is a free student-led app which allows pupils to collect together all of their work in one place including photos, videos and digital creations such as iMovie videos and Keynote presentations.

Both apps allow teachers to grant parent access giving pupils a real audience for their work and parents a window into their child's learning.

Phase: All phases
Date: Thursday 19th May 2016,
Tuesday 20th September 2016
4.00 - 5.00pm at Ashington Town Hall

11. Blogging for Early Years (& KS1) - using JIT & J2webby

How exciting would it be to make a picture in JIT Paint and see it on the school website as soon as you got home.

Come along to find out how easy it is to comment and publish pupil work safely and quickly.

Find out how children can add sound to their pictures. How they can write a story in the morning and show Mum and Dad that night at home on the school website.

Junior Infant Toolkit (JIT) is a fantastic resources with painting, writing, animation, graph and computing tools. It is really easy to use and can be accessed from PC and iPad.

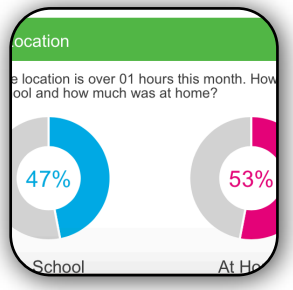
Come along to this twilight session to find how to get the most from JIT.

Phase: EY's & KS 1
Dates:
5th May Thurs 2016 Ashington Town Hall 4.00pm -5.00pm
6th Dec TBC

Regional Hub Meetings

All teachers are welcome to these regional Hub meetings which run from **4.00 - 5.00 p.m.** Attend a venue near you to find out opportunities and ideas for using ICT in school.

12. April meeting: New features in I am learning



There are 200 teaching videos for English and Maths which can be used in lessons, as homework or for revision. Exercises can be set as 'tests' to support Year 6 practice for SAT's
Phase: All
Dates:
Tues 19th April - Shaftoe Trust Primary, Tweedmouth West First, Ponteland First
Wed 20th April - Alnwick St Michael's and Meadowdale Academy

13. June meeting: Using Webby to support writing for a purpose

Join in a hands on session to create a private blog using J2Bloggy
Phase: All
Dates: Tues 14th June 2016 - Alnwick St Michael's
Wed 15th June - Shaftoe Trust Primary, Meadowdale Academy and Ponteland First
Thurs 16th June - Scremerston First

14. Using ICT as a stimulus for creative writing -Mystery Lighthouse & Spooky mansion

This is a fantastic and fun project aimed at pupils in KS 2 and 3. It utilises 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 explore five different Apps:
Mystery Lighthouse - a graphic adventure story Exploring the lighthouse and island - note taking and summary skills, map making.
Trading Cards - read, write, think Creating own structured trading cards - used to explore place, events, people, objects & vocabulary as a framework for creative writing
Aurasma - focusing on narrative - using augmented reality
Do Ink - using green screen filming to put pupils into the scene - scripts, speaking & listening, drama
Morfo Booth - 'Talking heads' multimedia - point of view, scripts, research, history, context, genre.

Phase: KS 2 & 3
Dates :Wed 28th September 2016
Tues 14th March 2017 1.00pm - 4.00pm
Ashington Town Hall

15. iPad apps to enhance Topic lessons

In this session we will explore some excellent tools to support and enhance lessons across the curriculum. Learn how to label, annotate and markup images, diagrams and documents.Take part in a virtual world tour and make your own. Travel back in time and create books to include a record of what has been learnt.
Phase:
Dates:
12th October Wed 2016 venue TBC
4.00 - 5.00 pm

16. iPad apps for Maths

There are a range of drill and practice apps for maths. We will look at some of the better ones and also apps for enhancing learning. There isn't a better way of consolidating knowledge than to be able to explain and show others. Find out how your pupils can go on to make presentations to share with other pupils.
Phase: Key Stage 1 & 2
Dates: Thurs 10th November 2016
Venue TBC
4.00 - 5.00 pm

17. Minecraft across the curriculum

Minecraft is an incredibly popular digital environment used by millions of children around the world.

Minecraft is used increasingly in schools as a tool for learning and the upcoming release of Minecraft: Education Edition will make Minecraft more accessible and effective in the classroom.

Adopting game based learning can provide opportunities for problem solving, collaboration and perseverance. It can provide creative ways to meet curriculum learning objectives from investigating and recreating replicas of ancient buildings in a History Lesson, to building scale models while learning about proportion and ratio in Maths.

Come and find out about the possibilities and practicalities of using Minecraft in your school.

Phase: KS 2 & 3
Dates: Thurs 29th September 2016,
Wed 18th January 2017
1.00-4.00pm
Venue: Ashington

18. Easy Animation on the ipad to enhance Literacy lessons

Animation can be used to help pupils engage with a text, aid character development, inspire ideas for creative writing and exemplify understanding at the end of a unit.

In this session we will explore apps to enhance your literacy lessons, including, Do Ink Green Screen and Lego Movie.

Phase: Key Stage 2 & 3

Dates: Wed 11th May 2016
Thurs 17th November 2016
1pm - 4pm
Ashington Town Hall

19. Raising standards in Writing - Writing for a Purpose

Motivate your pupils to work to their full potential by providing them with an online audience for their work.

Encourage parents and peers to provide regular, meaningful feedback and see pupils develop conversations around their learning and carefully consider their own work.

In this session we will look at j2webby and j2bloggy, two e-safe blogging facilities in School360. Come along to get your own webby or bloggy site up and running. Hear a range of ideas about how to populate your blog and a take quick look at collaboration with other schools and the impact of allowing pupils to set up their own blogs

Phase: Key Stage 2 & 3
Dates:
Wed 27th April 2016, Tues 31st January 2017
1.00-4.00pm
Venue: Ashington

20. Improving standards in Literacy with inspiring digital resources

This course will look at the wealth of fantastic shoofly resources built into the School360 learning platform including: Moonbuddies, Jack & the Beans talk, Angel Boy, Words of War, Planet Rhyme Time, Pip animated book, Big Space song book and the Pirates Chest

Great for using across the curriculum in...
Literacy Poetry, extend vocabulary, word patterns
Mathematics Measurements, shape, co-ordinates, graphs
Design Technology Flags, semaphore, code
History Famous pirates, pirate code, dress
Geography Direction, maps, islands.
Art & Design Explore vessels
Music Sounds of the sea, soundtracks, hornpipe, songs.
Science Underwater exploration.
Citizenship Leadership, RNLI, water aware – keep safe.

Phase: All
Dates: Wed 5th October 2016
1.00-4.00pm Ashington

21. Kodu for creative writing

Kodu is a visual programming authoring tool, available on the PC and Xbox, which promotes game design, storytelling, and problem-solving.

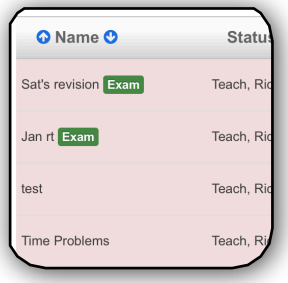
Pupils are able to build a 3D environment and can modify aspects such as brightness, colour and camera angle to create different moods. Characters and objects can be added as pupils begin to plan engaging storylines.

Through multiple revisions, students will improve both narrative writing and debugging skills. This session will include a chance for hands on use of Kodu and will explore a range of opportunities to link with Literacy objectives.

Phase: Key Stage 2 & 3
Dates:
Wed 6th July 2016,
Thurs 9th February 2017,
1.00 - 4.00pm
Ashington Town Hall

22. Getting ready for SATS - New features in I am learning

There are 200 teaching videos for English and Maths which can be used in lessons, as homework or for revision. Exercises can be set as 'tests' to support Year 6 practice for SAT's.



I am learning includes past SAT papers and practice papers including SPAG.

Phase: Key Stage 1 & 2
Dates:
Thurs 10th December 2016
venue TBC
4.00 - 5.00 pm

23. 3D printing for Primary and Middle schools

3D printing turns on screen designs into real, plastic objects. The cost of 3D printers has come down significantly in recent years and they are now available for less than £300.

This is a pilot project aimed at developing the use of these devices in Primary & Middle schools.

Teachers who attend a one day training course and will be shown how to operate the 3D printer and how to use the software to design 3D products.

Following the course a 3D printer will be available for the school to borrow for 1/2 term to explore and develop its use with pupils.

Phase: Key Stage 2 (upper) & 3
Dates: Jan 2017
Venue: Ashington

High schools interested in using 3D printers please contact the ICT team.

Leadership & management

24. An overview of school360 for school secretaries and admin staff

This course is aimed at supporting Admin staff in the use of School360. Key topics such as using School360 to register pupils and feed data automatically back into SIMs will be covered. Plus printing out registers, dealing with late arrivals and general aspects of school360 use - news, passwords etc.

Phase: N/A
Dates: Mon 21st June 2016,
Wed 13th July 2016,
September 2016 TBC

25. Leading and managing ICT – 1/2 day ICT Co-ordinators meeting

This follows on from a popular course which was suggested by schools last year. The afternoon is a smorgasbord of all things ICT and a chance to find out and catch up on whats new in the County, with lots of snippets from the Inset brochure - Project Sparkle, Crumble controller, 3D Printers, what's new in school360,changes to IAmLearning and much much more.

Phase: All
Dates: October 2016
1.00 pm to 4.00 pm
Ashington

26. Assessing progress and managing coursework in Computing at Key Stage 2 & 3

This course will look at how to assess progress in Computing, what are the learning objectives in projects, how can we plan for progression if a school uses Scratch to teach computing in yr 3,4,5, 6,7 & 8.
Plus opportunities to look at Google classroom for managing coursework.

Phase: Key Stages 2 & 3
Dates: September 2016
Twilight - Ashington

27. Teaching ICT & Computing in upper Key Stage 2 and 3

This course will be led by a Middle School ICT coordinator and will look at how one school plans for the teaching of Computing in yrs 5,6,7 & 8. The course will also consider the wider use of ICT in the school and how best to support colleagues.

Strategies for managing and assessing pupil work and the use of School360 and Google classroom will also be reviewed.

There will be some opportunities for practical activities alongside sharing ideas, discussion and demonstration of resources and activities used by the school.

Phase: Key Stages 2 & 3
Dates: Thurs 30th June 2016
Venue: Ashington

28. Latest developments in school360

Within the Local Authority we continue to develop resources and content of our Learning platform, School360, to support the teaching and use of ICT within the curriculum.

School360 continues to develop from strength to strength and this year we will be launching a number of new items of functionality including:

- Integration with SIMs to allow schools to use School360 to register pupils and send data automatically into SIMs;

- A Parent App for iPhone and Android which allows the school to message parents directly or in groups, send news and information on pupil attendance and rewards, as well as enabling parents to register absence;

- A new EYFS interface, designed by Northumberland teachers which provides a simple graphical sign on system and enables the teacher to set bespoke activities for individuals, groups and classes.

Phase: All
Dates: Wed 6th July 2016 4.00 - 5.00 pm
Venues - Ashington, but addition venues will be added around Northumberland depending on partnership take up.

29. Computing and ICT Conference

Our annual (ish) computing jamboree with lots of workshops and opportunities to hear from teachers and the team on what's new in Computing.
Phase: All
Dates: March 2017 TBC

e-safety & security

30. CEOPS Thinkuknow half-day Introductory course

The training will increase participant's understanding of many of the most popular applications young people are using in the online and mobile environment. The course covers many issues that children and young people face online and signposts to initiatives and organisations for help and support.

All CEOP's Thinkuknow resources are free to download and use, subject to validation. However, to deliver the 11-16 programme, you are required to undertake this half day CEOP Thinkuknow training course. We also recommend that professionals using CEOP resources at any Key Stage attend this course.
Please apply through the 'Learning Together' site on the Intranet

Phase: All
Dates:
Fri 1st July 9.30am - 12.30pm, West Hartford
Tues 15th November 1.30pm - 4.30pm, West Hartford
Wed 15th February 9.30am - 12.30pm, West Hartford

31. Managing Google in your school – ensuring the safe and effective use of Google in School360 and Corporate Gmail

School360's Google Apps for Education offer a range of tools and services that overlap with the NCC's new Google Apps for Work. This course will help you understand how to manage these systems safely and effectively.

Phase: All
Dates: Tues 14th June 2016
Sept 2016 Ashington Town Hall, 4.00 - 5.00pm

32. e-safety resources and updates

This session will look at the latest resources from the safer Internet Centre, Childnet International, CEOP and other organisations promoting online child safety for schools and parents, including resources dealing with the issue of 'sexting', and for children with additional needs.

Phase: All
Dates:Tuesday 28th June 2016 at Ashington Town Hall, 4.00 - 5.00pm

33. Monitoring internet activity in your school – how to get the best from Future digital and Lightspeed

This course is highly recommended for all staff who have responsibility for administering the PCE Console and monitoring the network using the PCE and Lightspeed reports. It will give participants an overview of the PCE Console, how to understand the range of information that the reports might offer you on network usage, and the range of features that can be controlled using the systems in place.

Phase: All
Dates: Thurs 7th July 2016
Ashington Town Hall, 4.00 - 5.00pm
January 2017 tbc

34. Keeping your data safe – ensuring secure practice with Data and online storage- encryption devices and cloud storage

This course is designed to give you an overview of the Data Protection Act and its implications for schools, particularly with the move towards cloud-based storage solutions. The content 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.

Phase:
Dates: Thurs 14th July 2016
Oct 2016 , Nov 2016 tbc
Ashington Town Hall, 4.00 - 5.00pm

To book courses please contact

Julie.keenlyside@northumberland.gov.uk

ICT & e-Learning

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