

Home learning ideas – computing

	<b>EYFS</b>	<b>Years 1 and 2</b>	<b>Years 3 and 4</b>	<b>Years 5 and 6</b>
Online	Games from Cbeebies website	Scratch Junior (app) – ‘With ScratchJr, young children (ages 5-7) can program their own interactive stories and games. In the process, they learn to solve problems, design projects, and express themselves creatively on the computer.’  BBC Bytesize <a href="https://www.bbc.co.uk/bitesize/subjects/zyhbwmn">https://www.bbc.co.uk/bitesize/subjects/zyhbwmn</a>  Online safety – Jessie and Friends <a href="https://www.thinkuknow.co.uk/parents/jessie-and-friends/">https://www.thinkuknow.co.uk/parents/jessie-and-friends/</a>	Scratch ( <a href="https://scratch.mit.edu/about">https://scratch.mit.edu/about</a> ). ‘Scratch helps young people learn to think creatively, reason systematically, and work collaboratively — essential skills for life in the 21st century.’  BBC Bytesize <a href="https://www.bbc.co.uk/bitesize/subjects/zvnrq6f">https://www.bbc.co.uk/bitesize/subjects/zvnrq6f</a>  Online safety – Band Runner / Play Like Share - <a href="https://www.thinkuknow.co.uk/8_10/grown-ups/">https://www.thinkuknow.co.uk/8_10/grown-ups/</a>	Scratch ( <a href="https://scratch.mit.edu/about">https://scratch.mit.edu/about</a> ). ‘Scratch helps young people learn to think creatively, reason systematically, and work collaboratively — essential skills for life in the 21st century.’  BBC Bytesize <a href="https://www.bbc.co.uk/bitesize/subjects/zvnrq6f">https://www.bbc.co.uk/bitesize/subjects/zvnrq6f</a>  Kodu Game Lab (PC) <a href="http://www.kodugamelab.com/">http://www.kodugamelab.com/</a> ‘Kodu Game Lab is a 3D game development environment that is designed to teach kids basic programming principles.’  Online safety – Band Runner / Play Like Share - <a href="https://www.thinkuknow.co.uk/8_10/grown-ups/">https://www.thinkuknow.co.uk/8_10/grown-ups/</a>
	Stem home learning activities- <a href="https://www.stem.org.uk/home-learning/primary#computing">https://www.stem.org.uk/home-learning/primary#computing</a> Just2Easy – data and information, including pictograms and charts <a href="https://www.j2e.com/j2data/">https://www.j2e.com/j2data/</a> Chrome Music Lab <a href="https://musiclab.chromeexperiments.com/">https://musiclab.chromeexperiments.com/</a> Paintz.app – art program (PC) <a href="https://paintz.app/">https://paintz.app/</a> Brushes Redux – painting App for Apple ipad / iphone Hour of code ( <a href="https://code.org/learn">https://code.org/learn</a> ),			

'Unplugged' offline

Pretend to be a robot – follow instructions given to move to a specific location using precise instructions, e.g. forward 2 steps, turn.

Using items at home group the items into sets according to attributes, e.g. colour or shape. Talk about the rule you have used. Create an algorithm (set of instructions) to create something using items such as Lego.

Debugging activities – finding errors in instructions and correcting them.

Algorithm	Desired outcome of algorithm
<ol style="list-style-type: none"><li>1. Draw a blue square in the centre of your page.</li><li>2. Draw an orange equilateral triangle with one edge aligned with the top of the square.</li><li>3. Draw two blue triangles inside the square.</li><li>4. Draw a yellow square with sides half the length of the first square, inside the first square.</li><li>5. Draw a green regular hexagon to the left of the square. The bottom of this shape should be inline with the bottom of the square.</li><li>6. Draw a purple regular pentagon to the right of the square.</li></ol>	