



Happy New Year: January 2022

## London & Home Counties Computing Hub Community

Spring term planning! Are you thinking about your professional development in the New Year? Do you need support reviewing your computing curriculum and moving forward?

Your local computing hub can help; we have scheduled a range of courses, we are offering consultation time with our needs analysis review and have physical kits to loan. Even look at some of our suggested enrichment activities.

As ever, please don't hesitate to contact us if there are other ways that we can support you.

**Contact:** [teachcomputing@lgs.slough.sch.uk](mailto:teachcomputing@lgs.slough.sch.uk) **Twitter:** [@CompHubLGS](https://twitter.com/CompHubLGS) **Web:** [LGS Computing Hub](https://www.lgs.slough.sch.uk/teach-computing)

### Remote CPD for teachers

[Foundation knowledge of computer science for KS3 and GCSE – remote CE426](#)

14 January 9:30 – 15:30

[The Internet and Cyber Security – remote CE432](#)

15 January 9:00 – 15:40

[Introduction to computer systems, networking and security – remote CE438](#)

17 January 9:00 – 14:40

[Teaching key stage 1 computing - Module 1 – remote CE450](#)

20 January 13:00 - 15:40 & 3 February 13:00 – 16:00

[Fundamentals of Computer Networks – remote CE422](#)

24 & 27 January 14:30 – 16:30

[Introduction to primary computing - remote CE454](#)

25 Jan 13:00 – 15:55 & 1 February 13:00 – 15:30

[Higher Attainment in GCSE computer science - meeting the challenge of exams – remote CE439](#)

28 January 9:00 – 16:00

[Introduction to algorithms, programming and data – remote CE428](#)

28 January 9:00 – 14:50

[New subject leaders of secondary computing – remote CE411](#)

14 February & 4 Mar 9:00 – 15:00

[Python programming constructs: sequencing, selection & iteration – remote CE423](#)

21 February 9:00 – 15:30

[Teaching key stage 1 computing - Module 2 - remote CE451](#)

22 February 13:00 – 15:30 & 1 March 13:00 – 15:30

[Python programming: Working with data - remote CP433](#)

23 February 9:00 – 15:30

[Representing algorithms using flowcharts and pseudocode- remote CE420](#)

24 February 9:00 – 14:30

[Primary programming and algorithms – remote CE455](#)

24 February 13:00 -15:30 & 3 March 13:00 – 16:10

[Leading Primary computing – remote CE456](#)

8 March 9:00 – 15:00 & 15 March 9:00 – 14:30

[Teaching key stage 2 computing - Module 1 - remote CE452](#)

10 March 13:00 – 15:50 & 17 March 13:00 – 15:20

[Teaching key stage 2 computing - Module 2 - remote CE453](#)

22 March 13:00 – 16:10 & 29 March 13:00 – 15:30

London & Home Counties Computing Hub courses

## We can support you!

### Needs Analysis Health check of your computing curriculum

We can complete a 30-60 minute review of your computing provision in your primary or secondary school and help you develop your computing curriculum through a needs analysis.



Take the opportunity to have a 'Health check' where we can find out more about the delivery of computing in your school.

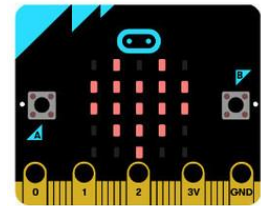
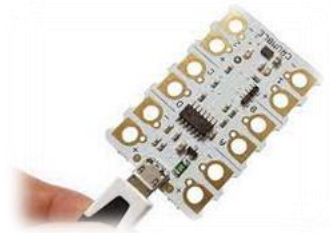
We can generate a report that will identify how you can utilise the wider range of free support we provide, including: CPD, mentoring, coaching, and resource lending.

[Request needs analysis form](#)

### Loaning Physical Kits

We can provide your school with hardware help with the teaching of coding and computer-related subjects.

Read the [blog](#) to see why physical computing is so important.



We have class sets of: Crumbles, Micro:bits, Raspberry Pi Picos with all the peripherals.

We can also provide CPD on how to use the physical kits just complete the request form below.

[Request physical kit loan form](#)

## Creative and Fun!

### Mobo Game Jam Game making challenge



Individuals and teams aged 8 - 18 are challenged to create a games prototype to help solve a worldwide issue 🌍

Young innovators challenged to create a games prototype within a team or as an individual. Creators are encouraged to combine creativity, compassion and computational thinking to find a solution to **cleaner air** across the globe.

There're lots of goodies up for grabs including some epic **cash prizes!**

[Get your students involved](#)

### Digital Schoolhouse - junior esports

Registration is still open!



The Digital Schoolhouse junior esports tournament is an immersive careers experience for pupils aged 8 to 11 years. With project-based learning that allows aspiring learners to fulfil real job roles within the video games industry, resources are mapped to the UK primary curriculum for Computing, English, Maths, DT and PSHE, ensuring that you can easily deliver these unique lessons in the classroom.

[Register now](#)

## CodeinGame



Want to help students improve their skills by solving algorithmic puzzles.

They can:

- improve their skills by solving algorithmic puzzles.
- discover new tricks by solving medium level puzzles.
- challenge themselves on hard puzzles, and become legends.

**Have a go!**

## UBISOFT Discovery Tours

Experience the world of Vikings as a living museum in the Discovery Tour: Viking Age, or try Ancient Greece or Ancient Egypt.



Discover the life of Vikings and Anglo-Saxons in the 9th century! Purchase the Discovery Tour: Viking Age as a standalone product for yourself or your classroom on PC.

[Here](#) is an example of a curriculum map and lesson plans

**It is really worth a look**

## CyberSprinters

Exciting new interactive online security resources for 7-11 year olds.



Young people are growing up in an increasingly digital world, exposing them to both the opportunities and risks of the internet. CyberSprinters empowers 7-11 year olds to make smart decisions about staying secure online.

**Use this in the classroom?**

## How do I teach ... Monthly Blog

How do I teach... designing, writing and debugging programs that accomplish specific goals?



This monthly series focuses on a different objective from the UK Key Stage 2 National Curriculum for Computing each month and points you to workshops and playful computing activities that you could use when teaching the content in your own classroom.

**Read the blog**

## Education & Careers

### One Minute Mentor

Hear from **Todd, Head of Candy Crush Saga**, about his journey in video games & advice for the future industry!

One Minute Mentor (OMM) is a careers resource, which aims to inspire pupils with the breadth of roles available in the creative digital sector through punchy, digestible videos hosted on our YouTube channel. This resource features a library of one-minute videos created by industry professionals to educate aspiring pupils on careers pathways they might not have otherwise considered.



Watch and listen

## School Rocks - For loan



Exciting practical ideas to make **Y3 Rocks** OR **GCSE Geography** fun!

Rock, fossil and mineral samples all labelled for identification and hand lenses included. They supply lesson outlines and printable resources. Each box is available for a twelve week loan period. A refundable deposit of £25 per box is required.

Email for information

## What is Quantum Computing?

Why it matters and how it will impact us?



Join Nitya, a STEM Ambassador and Degree Apprentice at Siemens for a presentation on Quantum Computing. By the end of the video students will gain a basic understanding of quantum computing beyond the hype in the media. The presentation will benefit anyone who is curious about emerging technology.

Email to request link for recorded video

## Isaac Computing

A level support & new GCSE pilot



Welcome to Isaac Computer Science, the free online platform for students and teachers.

- Use it in the **classroom**
- Use it for **homework**
- Use it for **revision**

We also offer free [teacher CPD events](#) and [student workshops](#).

Isaac Computer Science is proud to be part of the Department for Education's [National Centre for Computing Education](#).

Take a look