

Apps & Software We Use



Explain Everything



Book Creator



iMovie



Comic Life



Puppet Pals Director's Pass

The apps we use in the school are non-subject specific and are used to transform the learning process. Technology is not used as a substitution but as a tool to redefine a task that helps the learner understand and communicate their ideas in a way which would not be possible without the technology. The children are taught the skills to enable them to become independent learners making the right choice about which technology they should use to help with their learning.



Scratch



Game Salad

Enhancing Learning

At Shacklewell we use a variety of technology to enhance the learning experience.

Technology is not a substitution for pencil or paper, it is used to help deliver rich, multi media ideas in a creative and innovative way.

The children learn to use technology in the correct and safe way to enrich their learning.

Throughout the year the children will learn and develop new computing skills such as digital presentations, film making, podcasting, building their own robots using Lego education resources and creating their own computing programmes and games using coding.

For each area of the curriculum every task is related to a real world opportunity or skill. By offering a rich and current computing curriculum we hope to give your children the digital skills that they will need for the future.



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Computing



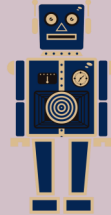
Opportunities at Shacklewell

Computing is now fully embedded into the curriculum which allows children to use their computing skills to enhance their learning.

Computing learning takes place daily throughout the classroom and each class has its own set of iPads as well as access to laptops and desktop PC's. Children develop their key skills planned for by their teacher according to the different areas of learning Computing:

Algorithms, Logical Reasoning, Digital Content, E-Safety, Real World Technology

We have a wide range of software and online materials that we use to support curricular activities, which we regularly review. We are committed to using up to date digital resources and are subscribers to online learning content such as Mathletics, 2Simple Purple Mash and Accelerated Reader.



We also have discrete computing sessions in our top of the range computing suite which boasts 30 desktop PC's and an Interactive Whiteboard. During these sessions the children will learn a range of programming languages in which they will learn how to programme their own software and computer games using a variety of programmes that are used with the computer coding industry. These free programmes include Scratch, GameSalad as well as iOS Apps such as A.L.E.X, Hopscotch HD, Lego Mindstorms Fix the Factory and Daisy the Dinosaur.

Staff Training

Children are being introduced to a variety of technologies to communicate their ideas. Our vast range of technologies includes laptops, desktop PCs, digital cameras, green screen areas, Beebots, Lego Mindstorm robotic kits, microphones and video cameras.

We have invested heavily in a wide range of technologies including Apple technology to give every child the opportunity to use and learn about technology in the real world. Each area of the computing curriculum has a real world purpose and ensure that children have the skills and knowledge for the future.

Each Class has a number of iPads for children to use with software connected to their interactive whiteboards to allow sharing of their iPad work in an innovative way. The children are becoming familiar in a range of non-subject specific Apps when using iPads.

Some of our favourite Apps include Puppet Pals Director's Pass, Explain Everything, Book Creator, Comic Life and iMovie.

Among the benefits for the learners are:

- Increased enjoyment and motivation
- Greater opportunities for participation and collaboration, developing children's personal and social skills
- Development of different learning styles as learners can call on a variety of resources to suit particular needs
- Enrichment of pupils creative skills in presentations, increasing self confidence.

Computing Jargon Buster

Blog

A blog (short for web log) is a type of easy-to-maintain website, usually like an online diary, where the blogger publishes comments and discussions using a selection of templates. Most blogs let visitors to the site post their own comments in return.

Cookie

A cookie is a small file that is sent to a web browser by a server and stored on the user's computer. It can then be read by the server every time the user revisits the same website and is used to keep track of personal preferences, shopping choices and other information.

Filter

A means of preventing certain types of material from reaching your computer.

Firewall

A program that can protect your computer from being accessed when you're online.

IP (Internet Protocol) address

Every computer connected to the internet is assigned a unique number known as an internet Protocol (IP) address.

Podcasts

An on-going series or episodes of a particular programme that can be downloaded automatically or manually.