

Computing Gallery



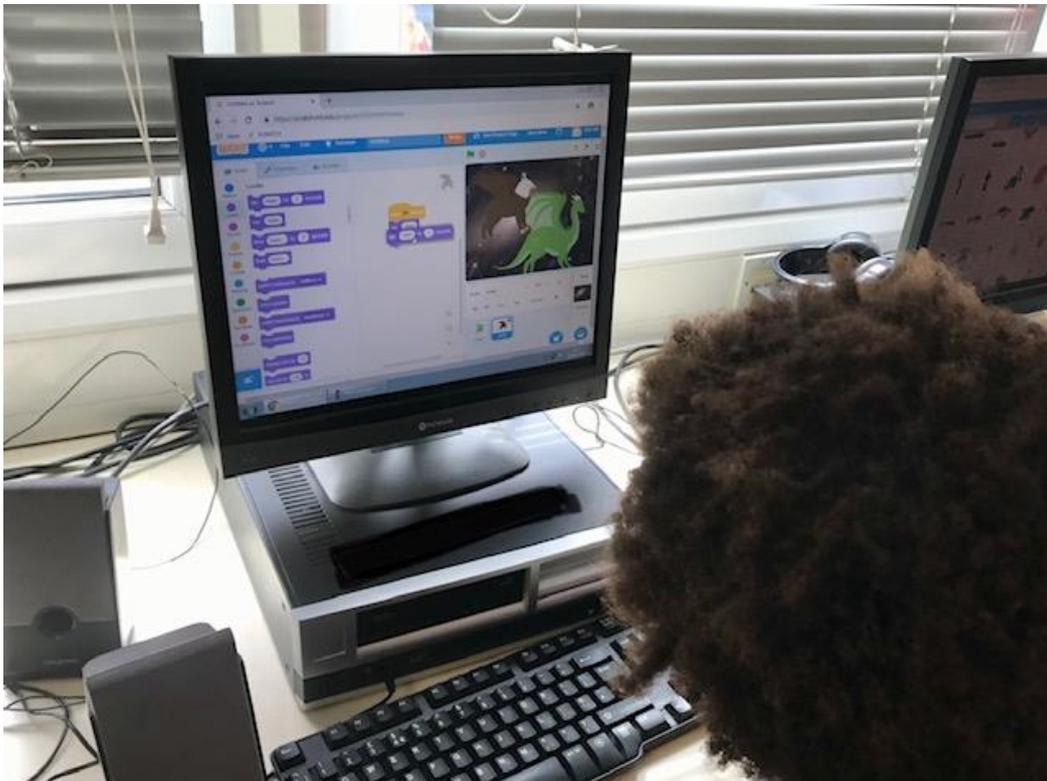
Using the Chatterpix App, children in Early Years can make their pictures 'talk'.



Children learn to code using 'Daisy the Dinosaur' in EYFS.



Children learn to code using Scratch Jr in KS1.



Children learn to code using Scratch 3.0 in KS2



We use Purple Mash apps across a range of subjects, including storytelling through animations as pictured here.

We use a range of programmable devices from Early Years through to Year 6 to teach physical computing.



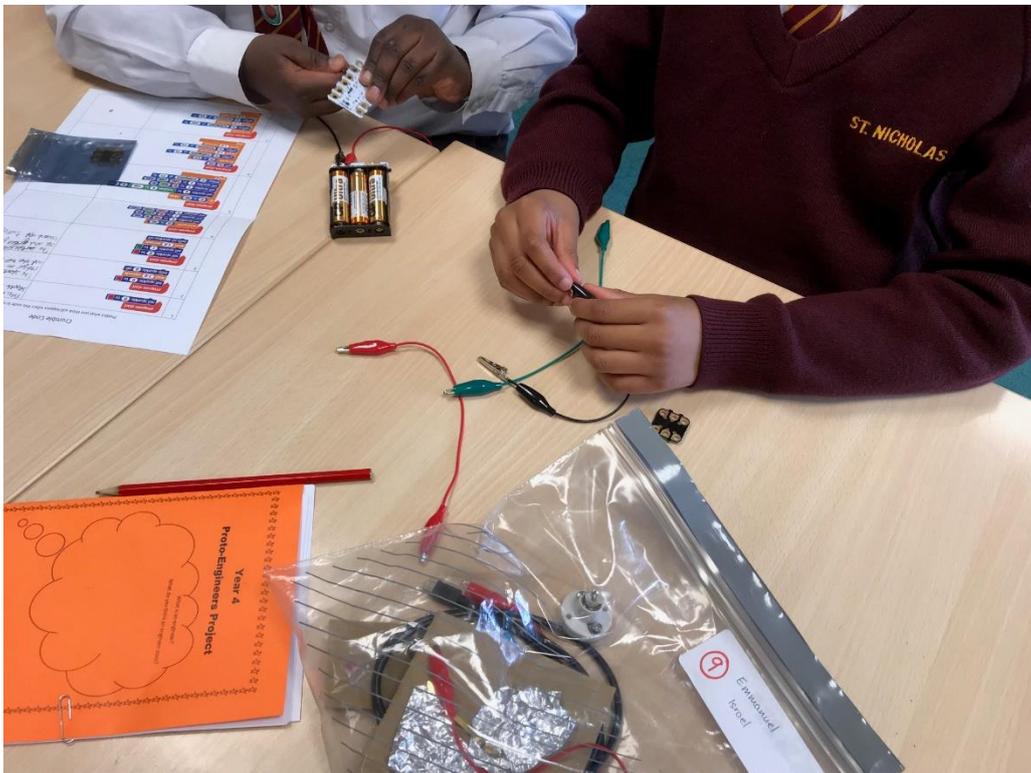
Cubetto dressed up as the Easter rabbit.



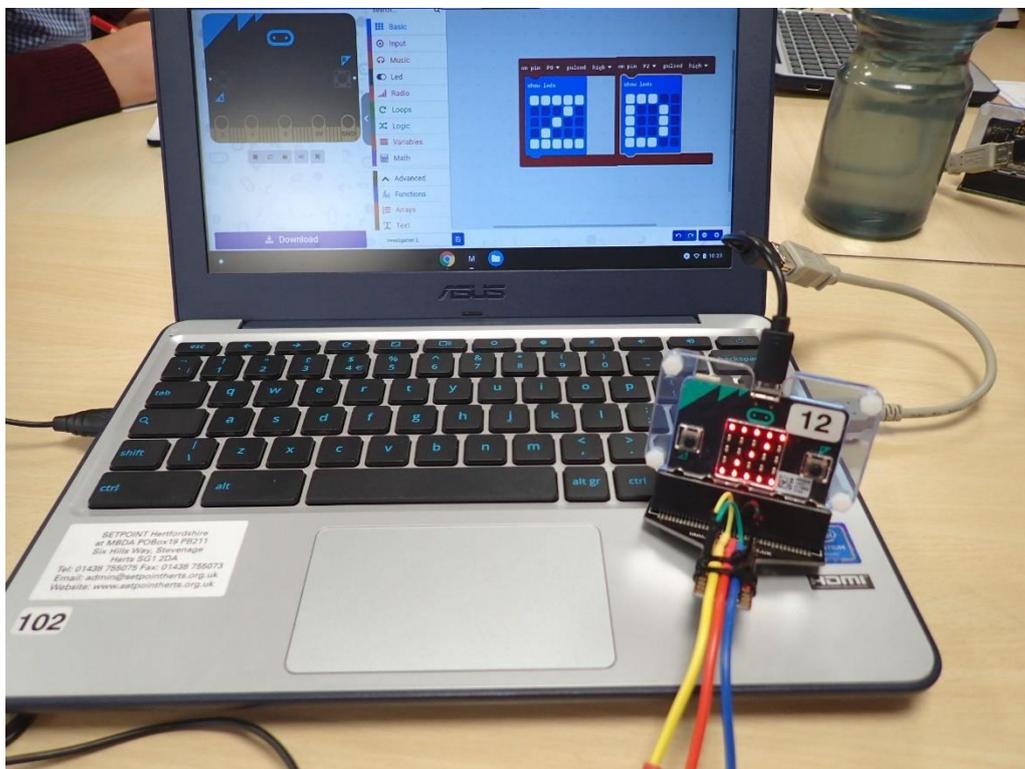
Beebots finding the treasure.



Code and Go Mouse getting to the cheese.



Crumble devices being programmed to make lights flash.

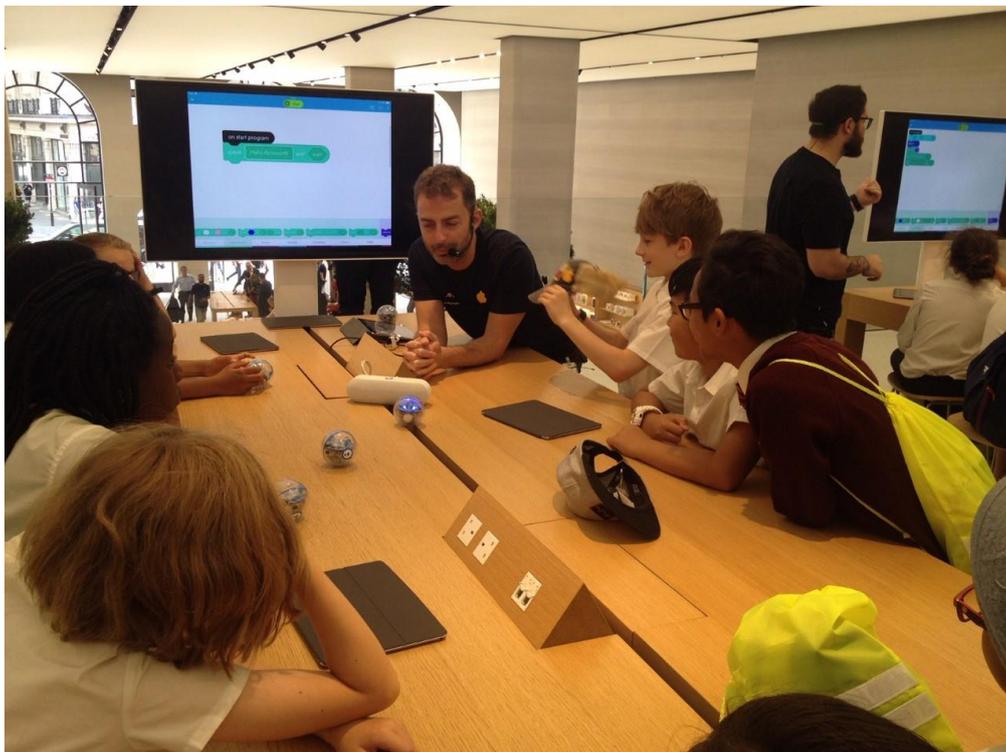


Micro:bits being programmed to show images.

Curriculum Enhancement:



We took two teams to an e-Sports competition in London.



We went to the Apple Store in London to learn how to program Spheros.



We took part in an Engineering research project at the University of Hertfordshire.