

Digital Literacies

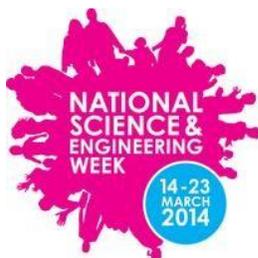
Going beyond the expected



The Education Fellowship

This month's edition includes articles on the winners of our programming competition, National Science and Engineering Week, digital citizenship at The Abbeyfield Academy, Scratch training, Java programming, Safer Internet Day and PIL School Research.

First Annual Education Fellowship Programming Competition



For the National Science and Engineering Week competition *In the year 2114...* students are being asked to **think about what the world will be like in 100 years** and to share a vision of a development they think will have come into practice. Submissions can include posters, collages, graphic designs or photos of models. The **deadline is 18 April**. Further details are obtainable from britishscienceassociation.org

To mark the introduction of Computer Science and Computing into the curriculum, The Education Fellowship provided students in its academies with the opportunity to win a Raspberry Pi computer. Students at Key Stages 3, 4 and 5 were invited to submit an original computer program written using Scratch. The competition was fierce and we are delighted to announce the winners:

Tom Hodgson, Key Stage 3, Desborough College

Dario D'Sanchez, Key Stage 4, Wrenn School

Dominic Clark, Key Stage 5, The Abbeyfield Academy

The Education Fellowship Director of I.T. and School Development, Dr. Albin Wallace is presenting certificates and prizes to each of the winners at a school assembly during the spring term.

Digital Citizenship Day Online Safety Talk for Parents at The Abbeyfield Academy

As part of the school's commitment to the Digital Citizenship Day on the 10th February they will be running a 1 hour workshop for parents who are concerned about issues around their children and online safety. The session will run from 5pm – 5.45pm and will involve Sally Pullin from Wiltshire Police and guidance from Abbeyfield's own students. Parents from partner primary schools are welcome to join.

Could you please send an email to jlw@abbeyfield.wilts.sch.uk or rpx@abbeyfield.wilts.sch.uk if you wish to attend

SCRATCH



An Opportunity to Learn Scratch Free of Charge

Go straight to <http://stem.ittip.org/> using HPITTIP2013 as the registration code and then join courses.

To get to Designing with Scratch, your enrollment key is: Scratch101

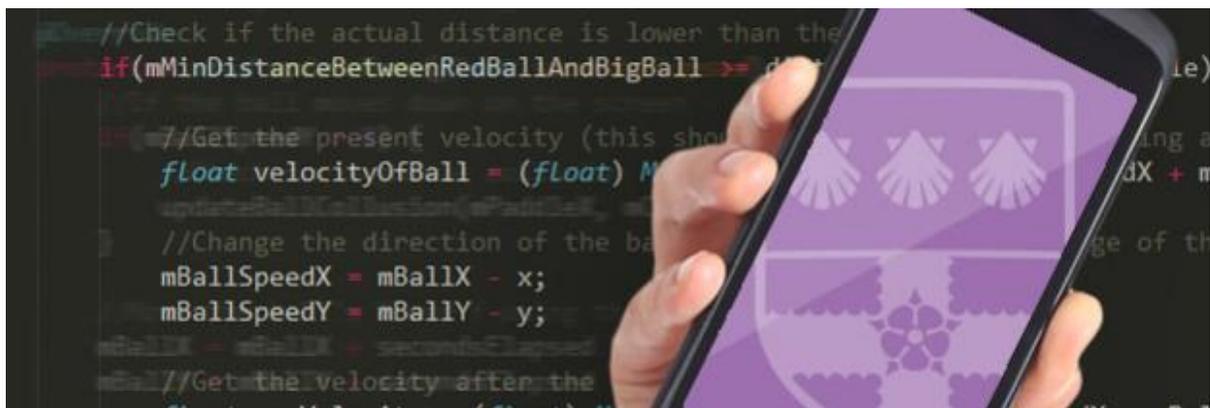
To get to Computational thinking with Scratch your enrollment key is Scratch201

To get to Science Inquiry and Writing, your enrollment key is Science2013

An online 7 week step-by-step guide and competition in Java programming for Year 12 students

Thank you to Dawn Hughes from Desborough College for drawing our attention to the above course. The University of Reading is running a free online course with Futurelearn, guiding participants through the basic steps of Java programming to produce their own mobile game.

The course is due to run again starting on 24th February, and schools are invited to take part in a competition using this online resource. To register, please contact r.south@reading.ac.uk or see flyer on page 4





PIL School Research is a free 10 minute online survey sent out by a school administrator to school leaders and teachers to gain their individual self-assessment on the current state of innovative teaching practices in their school and their own class.

To complete the survey and generate a free report for your school go to

<http://www.pil-network.com/Sites/SchoolResearch/Index>



Begin Programming - Build your first mobile game

A competition for Year 12 students

Learn the basics of Java programming by developing a simple mobile game that you can run on your computer, Android phone, or tablet.



We are pleased to invite you and your students to take part in this exciting competition using our Futurelearn course.

This FREE online short course enables students to:

- learn the basic constructs that are used in many programming languages and put this knowledge into practice, creating a mobile game that's unique to them.
- learn how to create algorithms to solve problems and translate these into code, using the same tools as industry professionals worldwide.

At the end of the course, schools registered with us are invited to attend a celebration event at the University, for a day of interactive Computer Science based sessions and a chance to compete against each other for the title of 'Best Mobile App' as judged by their peers and a panel of experts.

For further information, or to register for the competition please contact

Dr Rachel South
0118 378 7275
r.south@reading.ac.uk

Prizes for winning entries

Deadline for competition registrations 17th February

Online course material available from 24th February



Students at The Abbeyfield Academy
Show demonstrate their
programming skills to The
Education Fellowship Computer
Science Conference delegates
and members of The British
Computer Society