

Digital Literacies

Going beyond the expected



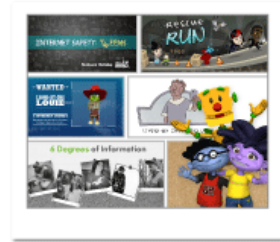
The Education Fellowship

News about IT, computer science, online safety and all things digital.

This month's edition features articles on the First Annual TEF Programming Competition, training programmes for TEF academies, NetSmartz resources and Code club.

5 New NetSmartz Resources to KICK OFF YOUR SCHOOL YEAR

- 1 **2013 Internet Safety Presentations** - These updated PowerPoint presentations for tweens, teens, and parents feature new videos and tips.
- 2 **"It's OK to Tell"** - In our newest NetSmartzKids video, Clicky, Nettie, and Webster race to stop Look-At-Dis Louie from spreading bad pictures online and turning the whole town gray!
- 3 **"6 Degrees of Information"** - This new video encourages teens to ask themselves two questions: "What information about me is online for people to find?" and "Do I want them to find it?"
- 4 **Rescue Run** - In our latest NSTeens game, players race to stop their friends from meeting face-to-face with people they met online. Rescue Run will be available online at NSTeens.org, as well as on Apple and Android devices.
- 5 **Stand By or Stand Up?** - In this first ever interactive comic on NSTeens.org, tweens decide if they will become a cyberbully or stand up to them.



"I always check in with NetSmartz at the start of the year. They're my go-to source for new and fun Internet safety lessons. Clicky has a way of really connecting with kids. Even students who have graduated tell me 'I remember that Internet safety robot!'"

Loretta B.,
K-5 computer teacher

Save the Date!

Join us for our upcoming webinar— "Safety Tools & Tips with NetSmartz Workshop"—on September 18th to learn about the safety issues these resources address. Registration information coming soon!

To access these and other free NetSmartz resources, go to <http://www.netsmartz.org/>

The Education Fellowship offers the following training programmes to schools at no cost:



Professional Development Course	Suitability
Digital Citizenship	School Staff, Parents
Online Safety	School Staff, Parents
Office 365 Administration	IT Technical Staff
Edmodo Administration	IT leadership
Edmodo Strategy	Faculty leaders
Edmodo for Teachers	Teachers
Computer Science	Teachers

For further information or to arrange training, please contact albinwallace@educationfellowship.net

First Annual
TEF
Programming
Competition
2013



Win a Raspberry Pi Computer!



To mark the introduction of Computer Science and Computing into the curriculum, The Education Fellowship is providing students in its academies with the opportunity to win one of four Raspberry Pi computers.

Students at Key Stage 2, 3, 4 and 5 are invited to submit an original computer program written using Scratch. Scratch may be downloaded free of charge from <http://scratch.mit.edu/>

The design specification, rules and entry form are included on the following pages. Further information is available from albinwallace@educationfellowship.net

Design Specifications (thank you to Kelly Vaughan from the Scratch Community):

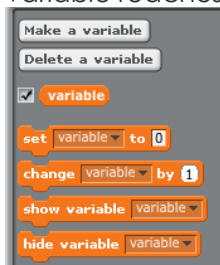
1. **Sprites:** Your project must include at least 2 sprites. At least one of them must be your original drawing.
2. **Costumes:** The sprite you draw by hand must have at least 3 costumes that appear throughout the project.
3. **Stage:** You must use a stage. It may be drawn by hand or imported.
4. **Motion:** At least one of the sprites must move at some point in the project, using the (x,y) coordinate system to direct its motion.
5. **Loops:** Your project must use at least one loop, created using one of the blocks shown below.



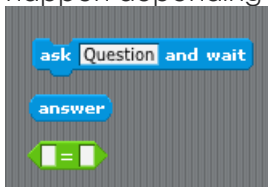
6. **Broadcasting & Receiving Messages:** The stage or one of the sprites must broadcast at least one message, which must be received by another object, causing it to do something. Use the following blocks to do this.



7. **Variables:** You must use a variable to create a switch that turns on or off when the variable reaches a certain number, causing something to happen.



8. **Query ("Ask"):** The program must ask the user to answer a question. Something should happen depending on their answer.



9. **Story/Experience:** Your project should use all these pieces to tell a story or provide a meaningful experience for the user. It should be creative and fun.

First Annual TEF Programming Competition 2013

Rules

1. Computer programs submitted must be the student's own, original work. More than one entry may be submitted.
2. Submissions will be judged against the design specification considering originality, accuracy, creativity and functionality.
3. Judges' decision will be final and not subject to appeal.
4. Although the design specification is the same for all four Key Stages, it is expected that there will be an increasing sophistication and complexity of entries according to Key Stage.
5. Entries may be submitted online through the Scratch website, on data stick, CD or on paper using screenshots of code written. A copy of the attached submission form must also be included with the entry.
6. Submissions may be made to albinwallace@educationfellowship.net or to: Dr. Albin Wallace, Executive Director of Research and Development, The Education Fellowship, Fellowship House, 23-25 Chapel Street, Titchmarsh, Northamptonshire NN143DA
7. The closing date for entries is 31st December 2013. Winners will be notified through their headteacher by 31st January 2014. Winners will also be announced on The Education Fellowship website. Prizes and a certificate will be awarded at a school assembly by a member of The Education Fellowship Executive.
8. Ownership of the submitted computer programs will be retained by the student although by submitting the entry, students agree to their programs being showcased electronically.

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First Annual TEF Programming Competition 2013

Entry Form

Name of Student: _____

KS2 KS3 KS4 KS5

School Name: _____

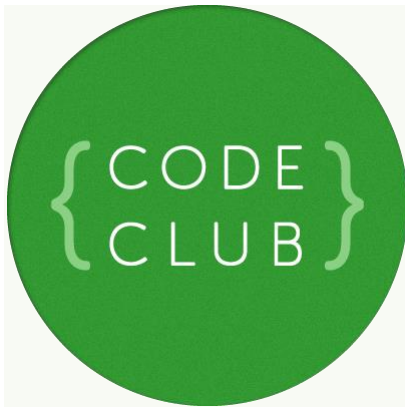
Name of Teacher: _____

I certify that the submitted work is the student's original and does not infringe any copyright.

Signature of Teacher (if KS2, KS3 or KS4): _____

Signature of Student (if KS5): _____

Date: _____



Code Club is a nationwide network of free volunteer-led after-school coding clubs for children aged 9-11.

They create projects for volunteer teachers to teach at after school coding clubs or at non-school venues such as libraries. The projects they make teach children how to program by showing them how to make computer games, animations and websites. Volunteers commit to their local club for an hour a week and teach one project a week.

Code Club write a new set of projects every term. Each term the students will progress and learn more whilst at the same time using their imaginations and making creative projects. Terms 1 & 2 will use Scratch to teach the basics of programming. Term 3 will teach the basics of web development using HTML and CSS. Term 4 will teach Python and so on.

The Education Fellowship will help teachers in our primary schools to become skilled up to deliver Code Club activities

More information on Code Club may be found at

<https://www.codeclub.org.uk/>

To get help in setting up and running Code Club, please contact albinwallace@educaytionfellowship.net