Turn IT On!
Computing by teachers for teachers

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Curriculum Newsletter

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Top 5...

...programming ideas for Numeracy

1. **Direction**
   Use Beebots to describe position, directions and movements.

2. **Turns**
   Programming with Beebots/2Go/Textease Turtle can help achieve the statutory and non-statutory objectives within the Y2 mathematics geometry Programmes of Study. Use these programs/robots to navigate objects on the ground or the screen and encourage the children to verbalise what they are doing.

3. **Angles**
   Draw 2D shapes with logo/turtle or scratch to reinforcing and recognising that angles are a property of shape or a description of a turn draw from the Y3 mathematics geometry objectives.

4. **Grids**
   Scratch has a background that is an xy grid. You can use this grid to help reinforce the Y4and Y6 Geometry:Position and Direction objective. Give the sprite instructions to go to specific points on the grid using the motion block 'go to x y'. If you use the 'pen down' block you can draw shapes on the stage.

5. **Roman Numerals**
   Scratch can be programmed to create a conversion program. This could be used to create a game where children have create a game where they convert a number from our numerical system to a Roman Numeral. Some examples can be found on the Scratch website. to the current numerical system we use.

Any comments or requests welcome: curriculum@turniton.co.uk @TurnITOnSupport

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Celebrate...

...Trafalgar Day

- The message 'England Expects that every man will do his duty' was signalled to the British ships before the battle, using 'Popham's Telegraphic Signals of Marine Vocabulary'. Use snip tool to copy and paste the flags into a document to spell out a message.
- Research how ships have communicated battle tactics over the years and discuss the problems that may have occurred with the different methods.
- The BBC has an animation that shows the formation the ships made when going into battle, and explains why it was successful.
- Write a news report/article on the battle.
- Create a quiz on Nelson and/or Battle of Trafalgar.
- Use Google Earth to see where the battle took place in Cape of Trafalgar.
- Create a database of Royal Navy ships from today and ships from around Nelson's time.
- Take a virtual tour of the HMS Victory and label the photographs. Compare with Royal Naval Ships of today. Identify any similarities.

iTeachers

KS1

Shape trail

Give instructions to make a Bee-Bot move across a grid visiting specified shapes on the way.

Where to find the lesson:
Numeracy – Shape – Shape Trail

KS2

Name that Shape!

Analyse the geometric properties of shapes, then set up complex searches of a database in order to isolate and name shapes.

Where to find the lesson:
Numeracy – Shape – Name That Shape!

Free apps of the month

iPad

Scratch Junior is a coding program for children aged 5-7 years old, which will enable them to program their own interactive stories and games.

Cargo-bot allows you to program a robot to move crates by dragging and dropping blocks from the toolbox. This app can help develop the logical thinking and debugging skills needed for programming.

Android

Algoid is an app that uses a programming language that is similar to Logo. You can start with quite basic algorithms or challenge your more able children with more complex programming. There are tutorials on their website to help you get started.

A.L.E.X helps you think and plan logically as you program your robot A.L.E.X. with a sequence of commands to get through each level from start to finish.

Let's share!

Code Academy

Code Academy is an educational website that walks learners through different aspects of coding.

Children are able to work through a variety of different tasks at their own pace. They also have teaching resources that are linked to the new Computing Curriculum.

Once you have signed up, you can set up your class and then track their progress.

codecademy