

Programming with Scratch for beginners KS2

A beginners guide to practical programming with Scratch

Course Outline

Scratch is a versatile cross-curricular tool that can be used to teach programming by the creation of animations, games and art. This practical course provides delegates with hands-on experience of creating programs that they can use in their classrooms to enthuse learners.

Out comes

By the end of the course participants will:-

- have experienced practical sessions on how to use Scratch software to teach pupils to design, create, test and evaluate programs
- be able to discuss key terms and concepts from the computing programmes of study such as abstraction, decomposition, selection and variables
- be provided with opportunities to learn how to make animations, presentations and games with Scratch
- provide resources and materials to support classroom activities

Phase

Primary

Audience

Headteacher, Deputy Head, Middle leader, Senior Leader, Subject Leader and HLTAs

Trainer

Jill Duman

Date

06/12/2016

Time

09:00 am – 12 noon

Venue

Norwich Professional Development Centre

Cost

£90 per delegate

Course Ref

TLS-1216-T006



For more information and to make a booking

www.educatorsolutions.org.uk or call 01603 307710