

# Computing Unplugged – Teaching Computing without a Computer

**Do you want to learn magic? Come and have fun learning about how to teach the principles of computer science, without a computer in sight!**

## Course Outline

Computing is much more than just using computers. The principles of computer science, on which the computing curriculum is based, include looking for patterns, being logical, being accurate, being concise, using 'abstraction' and 'decomposition', and much more. In this practical session we will look at a range of simple yet challenging (but always enjoyable) activities that can be completed by all ages with NO COMPUTER in sight!

## By the end of this training participants will:-

- develop a sound knowledge of the computing curriculum, including understanding the principles of computer science and how they can be applied across the curriculum
- experience practical activities that can be used in class the next day
- understand how to develop computational thinking through engaging games, music and puzzles that use cards, string, crayons and lots of physical activity
- appreciate, through experience, that computing and computer science can be practical, engaging and fun

## Phase

Primary and Secondary

## Audience

All staff

## Trainer

Jill Duman

## Date

20/03/2019

*Refreshments will be provided*

## Time

9.00 am – 12 noon

## Venue

Norwich Professional Development Centre

## Cost

£97 per delegate

## Course Ref

TLS-0319-T004



**For more information and to make a booking**  
**[www.educatorsolutions.org.uk](http://www.educatorsolutions.org.uk)**  
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