

Computing at School 3rd Annual Conference 24th June 2016

9.00 to 9.30 Registration and Coffee, TEL 1 Central Building,
 Stranmillis University College

9.30 to 9.45 Welcome CLT3

9.45 to 10.15 Keynote Session **LEGO® Education** CLT3

Workshops 10.15 to 11.15			<i>Suggested key Stage</i>				
CSR8	EV3 workshop: Discover how you can use robotics to ignite student engagement and energize learning through real-life problem solving and application. Engage your students in Programming, Science, Technology, Engineering and Maths. Discover how you can immerse students in the lesson and make learning fun with LEGO® MINDSTORMS® Education EV3. Join us for a hands-on session.	LEGO® Education			KS3	KS4	
CSR5	Coding in KS2 - Game Design & Interactive Design	Michael O’Kane iTeach	KS1	KS2			
IT2	Code Club Scratch Workshop: How does a code club work? Also, how to effectively search for a volunteer to run a Code Club. Learn how to code your own musical instruments and program your own animation.	Code Club	KS1	KS2			
IT1	Internet of Things (in the classroom): The Internet of Things is how we describe sensors on everyday items that record information like temperature, time and sound in our environment. How we collect, use and analyse data to control and understand the environment is what makes IoT exciting for students. In this session we’ll show how small and cheap devices like Raspberry Pi 2, Arduinos and MicroBits can be used to capture sensor readings about the physical world and then be streamed into the cloud for analysis. Sounds challenging but in reality a lovely project for students interested in hardware as well as software.	Stephen Howell Microsoft			KS3	KS4	
<i>Coffee and Networking 11.15 to 11.45 TEL 1</i>							
Workshops 11.45 to 12.45							
CSR8	WeDo 2.0 workshop: Discover how you can use robotics resources to enthuse pupils to start their learning journey in programming and	LEGO® Education		KS2	KS3		

	coding through real-world problem solving tasks. LEGO Education WeDo 2.0. encourages pupils to get involved in scientific exploration through questioning, analysing data and communicating their findings. Join us for a hands-on session.						
CSR7 	Coding with C Shark: Workshop showing the basics of programming with C# for the new CCEA SSD A-Level.	 028educate				KS4	KS5
IT1	Mobile App Development using jQuery Mobile: Learn how to use simple HTML code to create a simple cross platform app. Using jQuery Mobile you will be able to add text, images and embed video from You Tube as well as add transitions between screens.	William Artt			KS3	KS4	
IT2	Code Club Workshop 2: This workshop will build on knowledge of Code Club Scratch projects and will focus on creating your own game.	Code Club	KS1	KS2			
CSR5	Computational Thinking: The foundation stone for all computing. Examples will be tailored for each Key Stage.	Ann O'Neill	KS1	KS2	KS3	KS4	
<i>Lunch and Networking 12.45 to 2.00 Craigantlet Dining Room</i>							
Workshops 2.15 to 3.15							
IT1	Microbit Workshop: An Introduction to MicroPython on the BBC microbit.	Ann O'Neill			KS3		
CSR8	Using the Microbit with an iPad	Michael O'Kane		KS2	KS3		
IT2	Minecraft Edu	Stephen Howell Microsoft		KS2	KS3		
CSR5	RoboCode: Hands on computer programming, using both virtual user interface programming or coding in pBasic language, to control autonomous vehicles. Teaches participants about variables, constants, operators, counters, open and closed loops, conditional branching, and subroutines or function calls. All delivered with an emphasis on practical engagement.	Sentinus			KS3	KS4	

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