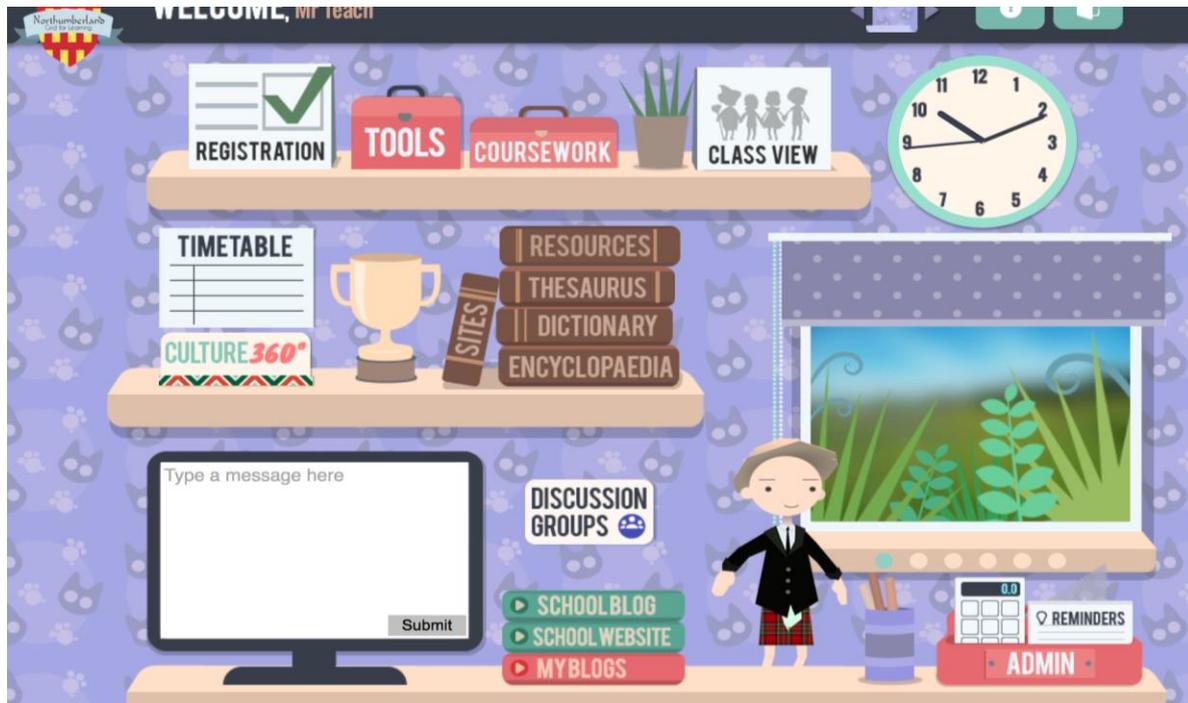## Not just for ICT Co-ordinators

2015/16

GOOGLE DRIVE IS INTEGRATED INTO SCHOOL360 - DON'T MISS OUT

COME TO A LOCAL HUB MEETINGS - THEY ARE FOR ALL TEACHERS

ICT SLA COURSES

School360 launched!

This last year has seen some massive changes for schools as we moved from our old learning platform, NorTLE, to our brand new, custom built learning platform School360. We have run courses all around County, had lots of great feedback, built in new suggestions from schools and are really pleased with the response. This year we are going to build on this with courses which unpick some of the great tools for classroom teachers and senior managers. If you have any ideas or suggestions for how we can adapt or improve School360 then please contact the team.

School 360 was built by a local software company, ShooFly, who have worked with us for a number of years creating great resources like Angel Boy and Words of War

NORTHUMBERLAND
Northumberland County Council

Course Overview

Date	Day Course	Half-day Course	Twilight
April 2015		**2.** Google & School360 **3.** Computing- activities for EY & KS1	
May 2015	**6.** Teaching Computing in the Primary years **7.** In Control - Robots & Buggies	**4.** Computing - activities for KS2 **16.** CEOPS introductory course	**9.** Regional Hub meetings
June 2015	**1.** ICT Co-ordinators day	**2.** Computing- activities for EY & KS1 **8.** Wedo & Makey Makey **10.** Mystery Lighthouse - Literacy Project	**11.** j2bloggy **12.** Assessing Computing at KS1 &2 **5.** e-safety - resources and updates
July 2015	**13.** Teaching Computing in KS3	**4.** Computing - activities for KS2 **14.** Data security and online storage	
September 2015	**7.** In Control - Robots & Buggies	**2.** Google & School360 **3.** Computing- activities for EY & KS1 **16.** CEOPS introductory course	**9.** Regional Hub meetings **11.** j2bloggy
October 2015	**17.** Computing & ICT Conference	**8.** Wedo & Makey Makey **14**. Data security and online storage	**12.** Assessing Computing at KS1& 2
November 2015	**13.** Teaching Computing in KS3 **15.** KODU - programming XBox games on your PC	**4.** Computing - activities for KS2 **10.** Mystery Lighthouse - Literacy Project	
December 2015			
January 2016		**2.** Google & School360 **3.** Computing- activities for EY & KS1	**9.** Regional Hub meetings **11**. **j2bloggy**
February 2016		**4.** Computing - activities for KS2 **16.** CEOPS introductory course	
March 2016	**15.** KODU - programming XBox games on your PC	**10.** Mystery Lighthouse - Literacy Project	**9.** Regional Hub meetings
For course dates, times and venues see specific course descriptions on the following pages.			

Course details

1. ICT Coordinators Day

This is a jam packed day for colleagues which aims to touch upon a wealth of things tacking place in ICT - awareness raising and a chance to try things out is the name of the game whether it's new iPad apps, Edison control robots, App making software, info on assessment, new developments in School360 - we have lots to share.

We are also launching a computing and ICT competition for schools.

KS1,2,3

Tuesday 2nd June 2015, 09.15 – 15:30, Ashington Town Hall

2. Google and School360

In this session we will look at making use of Google Mail, Calendar, Contacts, Keep and Drive to communicate, share and safely store resources. Colleagues who currently have work on other Google Drives will be shown how to quickly and easily move these folders to School360. We will also explore the power of Google Classroom to share work with pupils for collaboration, homework and marking.

KS1,2,3,4

22nd April 2015, 13:00-16:00, Ashington Town Hall
15th Sept 2015, 13.00 – 16:00, Belford Resource Centre
16th Sept 2015, 13.00 - 16.00, The Fuse, Prudhoe
19th January 2016, 13.00 - 16.00, Ashington Town Hall

3. Practical lesson ideas for teaching computing in EY's & KS 1

A range of activities will be explored including devices, paper-based, online packages and apps for the iPad. Teachers will be able to try out ScratchJr which was released Summer 2014 and might be 'new' to some colleagues. The resources are mapped to a long term plan for all year groups in Foundation Stage & KS1.

28th April, 21st Sept 2015, 26th Jan 2016, 13.00 – 16.00, Ashington Town Hall
16th June 2015, 09:00 – 12:00, Ashington Town Hall

4. Practical lesson ideas for teaching computing at Key Stage 2

This course is full of practical activities for teachers to use with year 3 to 6 pupils. It is based around using Scratch software to create and animate characters and ultimately to develop into a game. During the course colleagues will be engaged in a variety of cross curricular activities which will be supported by worksheets and guides to use back in the classroom.

20th May 2015, 09:00 – 12:00, Ashington Town Hall
8th July, 12th Nov 2015, 10th February 2016, 13.00 - 16.00, Ashington Town Hall

5. e-safety resources and updates

This course is aimed at colleagues who haven't attended a CEOP course in the last two years.

It will give an overview of the range of education resources available for all ages, with a particular focus on resources available on the new learning platform, School360, and on new resources produced by CEOP, Childnet International and others.

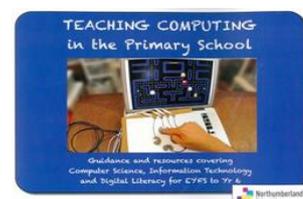23 June 2015   15:00-17:30   Ashington Town Hall,

6. Teaching Computing in the Primary classroom

This is an opportunity for any colleagues who missed out on the successful launch of our pack for teaching computing in the primary classroom. Along with the big overview there are many hands on opportunities to explore activities which can be used in school. Included in the day are the additional resources mapped to a year planner for all year groups from Nursery through to Year 6.

EY to Yr6

12th May, 09:15 – 15:30, Ashington Town Hall

7. In control Robots and buggies for Key Stage 2 - 3

A riot of everything for the busy teacher in KS 2 & 3. This day will look at as many aspects, resources, programs and possibilities as we can.

We will look at Scratch and Kodu, as well as other less known approaches to coding, and expansion possibilities, programmable devices and robots.

KS 1 - 3

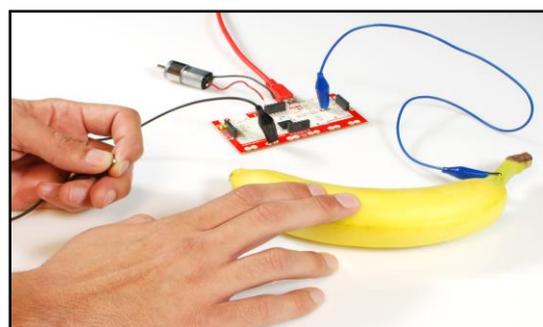 18th May, 15th Sept, 09:15 – 15:30. Ashington Town Hall

8. Wedo & Makey Makey

 This session will provide a hands-on opportunity to learn how to expand the possibilities of Scratch and Kodu. We will make models which can be controlled and programmed from within Scratch and we will make real physical controllers that can be used to control computer programs and games.

KS 2&3

10th June, 13:00 – 16:00, Ashington Town Hall

9. Regional Hub Meetings – School360 Q&A and a quick look at Google Tools

School360 has now replace NorTLE. There may be questions and answers that can be quickly be addressed to help teachers use our exciting new learning platform. Our regional hub leaders will on hand to help. There will also be a taster for the power of the inbuilt Google Tools. As before the hub meeting is about awareness raising rather than full training and free to any teacher from any school in Northumberland.

11th May, Eastlea Primary School, EY,KS1 - 3, 16:00 - 17:30
13th May, St Michael's First School EY,KS1 - 3, 16:00 - 17:30
14th May, Ponteland First School EY,KS1 - 3, 16:00 - 17:30
14th May, Scremerston First School EY,KS1 - 3, 16:00 - 17:30

28th, 30th Sept, 1st Oct 2015 - venues & dates to be confirmed

25th, 27th, 28th Jan 2016 - venues & dates to be confirmed

14th, 16th, 17th March 2016 - venues & dates to be confirmed

10. Mystery Lighthouse - a creative writing project

This is a fantastic and fun project aimed at pupils in KS 2 and 3, using iPads as both a stimulus for creative writing and also as a technology for recording notes and video animations.

No prior knowledge of iPads is required and during the session colleagues will explore five different Apps:-

Mystery Lighthouse - a graphic adventure story Exploring the lighthouse and island - note taking and summary skills, map making.

Trading Cards - read, write, thinkCreating own structured trading cards - used to explore place, events, people, objects & vocabulary as a framework for creative writing

Aurasma - focusing on narrative - using augmented reality

FX Studio - using green screen filming to put pupils into the scene - scripts, speaking & listening, drama

Morfo Booth - 'Talking heads' multimedia - point of view, scripts, research, history, context, genre.

9th June, 25th Nov 2015, 17th March 2016, 13:00 – 16:00, Ashington Town Hall

11. j2bloggy

An introduction to one of the exciting tools available through School360. J2bloggy allows teachers and pupils to create and contribute to blogs within a safe online environment, providing opportunities for collaboration and discussion both in and outside of the classroom. We will look at creating and personalising your own blog, managing users and posts and how to add different forms of media.

2nd June, 29th Sept 2015, 26th Jan 2016, 16:00 – 17:00, Ashington Town Hall

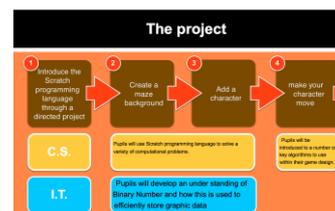## 12. Assessing Computing at Key Stage 1 & 2

The teaching of computing is new to many staff and presents many challenges in terms of content and assessment. This session will look at the focus of learning in lessons and at possible approaches to assessment.

 10th June, 22nd October, 16:00 – 17:00, Ashington Town Hall

13. Teaching Computing at Key Stage 3 - the computing pack

This course uses the pack produced by the Northumberland e-learning and ICT team to complement the primary pack and to support schools in implementing the new curriculum orders for Computing at Key Stage 3. It deliberately focuses on the software resources readily available to Northumberland schools, either free or through our learning platform: www.School360.co.uk and draws on the excellent Computing in Schools materials from NAACE/CAS.
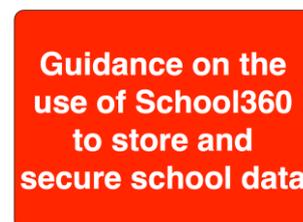
During the day we will explore the twelve activity booklets provided in the pack.

30th June, 09:15 – 15:30, Ashington Town Hall

14. Data security and online storage

This course is designed to give you an overview of the Data Protection Act and its implications for schools, particularly with the move towards cloud-based storage solutions.

The course will cover the role of the ICO and their approach to regulation, an overview of the legislation, how the ICO can help, and an overview of sources of guidance and support.

9th July 2015   09:00 - 12:00 Ashington Town Hall, Meeting Room 1

22 October 2015   13:00 - 16:00 Ashington Town Hall, Meeting Room 1

13 April 2016   09:00 - 12:00 Ashington Town Hall, Meeting Room 1

15. Kodu - programming for the XBOX

Kodu is a free programming language from Microsoft that is easy to pick up, but deceptively powerful.

This session will cover the basics, but also look at some of the possibilities Kodu offers once the basics have been mastered. Whether it's creating games or using Kodu as a focus for a creative writing project, staff and pupils will find it great fun. The session will also include a brief look at the future of Kodu.

11th November 2015, 8th March 2016, 13:00 – 16:00, Ashington Town Hall

16. CEOPS ThinkUKnow introductory course

This half day training course is delivered by a CEOP trained Ambassador. The training provides an introduction to the work of CEOP, and a presentation on how young people are using technology, outlining some of the associated risks and the preventative measures that can be undertaken.   Finally the course introduces you to the Thinkuknow education resources for all ages, NB staff must apply for this course via Learning Together.

18 May 2015 09:30 – 12:30 West Hartford Fire Station

23 September 2015 13:30 – 15:30 West Hartford Fire Station

5 February 2016 09:30 – 12:30 West Hartford Fire Station

17. Computing and ICT Conference

This years Computing and ICT conference looks to be as exciting as ever. We have a wide range of practical seminar sessions planned including:

School360 - an overview of the wealth of functionality and a look at some of the tools recently added or in the pipeline including Heads logon, link back to Sims for registration and behaviour data.

 e-safety - updates and new resources including changes to PCE, adding iPads to your PCE logs.

Data protection with the growth of online storage is an area all schools need to be vigilant with. This session will look at best practice and share guidance and approaches for schools to adopt.

Teaching computing in Early Years, Key stage 1, 2 or 3 - we are running separate sessions with practical activities for use in the classroom.

It's not all about programming - Mystery Lighthouse is a great creative writing project which makes use of iPads for pupils to investigate, plan and create - great fun for KS2 & 3 pupils.

Blogging - lots of ideas for getting pupils writing using online blogs or how about finding out about Edison - a robot you can control that costs less than £30 or come along to the assessment.

These are just some of the sessions we plan to run and there's more ... new things in Scratch, Scratch junior, building your own Apps, using Tapestry (the App not the fabric) in Early Years

Get the date down in your diary now - **8th October for Northumberland schools and the 9th October schools from out of County.**