Virtual Sessions | **Primary**

Requirements: Each session will be delivered to a classroom virtually through a teacher's computer connected to a whiteboard/projector. This will require a web camera, speakers and microphone. In addition, all pupils will need to have a pen, pencil and paper available to them.

Computational Thinking

Unplugged 90 mins

Focusing on the 4 strands of computational thinking, this session will provide pupils with key skills that can be applied in all walks of life. Topics will include algorithms, abstraction, decomposition and pattern recognition. By the end of the session, students will be able to use the skills they have learnt to solve problems in fun ways.

Technology, Ethics and the Future

Unplugged 90 mins

This session talks about what technology is and how it has evolved over time to become the technology we use in everyday life. Pupils will have to think outside the box about how different technologies can be 'smart' and how they can help us in the world today.

Machine Learning

Unplugged 90 mins

How does Alexa understand what I ask her? Who is the best table tennis player in the world? Is this a turtle or tortoise? Machine Learning is an exciting and modern area of computer science that is being used in a number of ways from speech recognition to games. This session will introduce the basics of Machine Learning, what Machine Learning systems are used for and how Machine Learning systems work.

Introduction to Scratch

Plugged 90 mins

This workshop introduces pupils to Scratch online programming which they will use to create a variety of cross-curricular projects, such as drawing in shapes. It will cover algorithms, shapes, arithmetic, literacy and much more!

'Introduction to Scratch' sessions will require students to have access to a computer and access to https://scratch.mit.edu/

We are here to support you. Other topics can be provided. If you have specific requirements please talk to us.
Call 01792 513747 or email info@technocamps.com

Inspiring the Next Generation of Digital Innovators through Computer Science