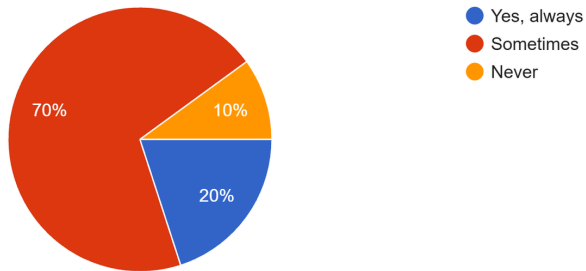


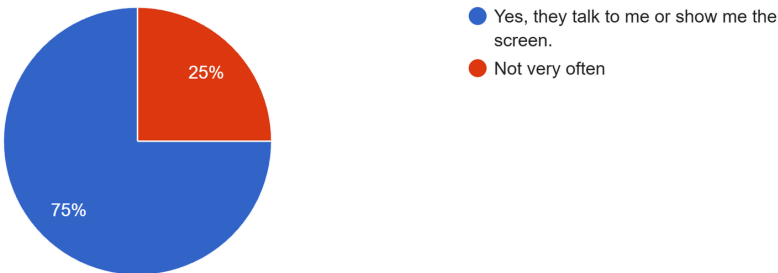
When you start a new computing topic, does your teacher explain how it links to things you have learned before?

40 responses



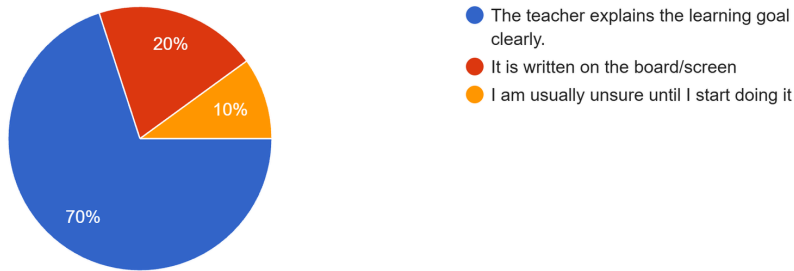
Does your teacher give you feedback that helps you improve your digital work?

40 responses



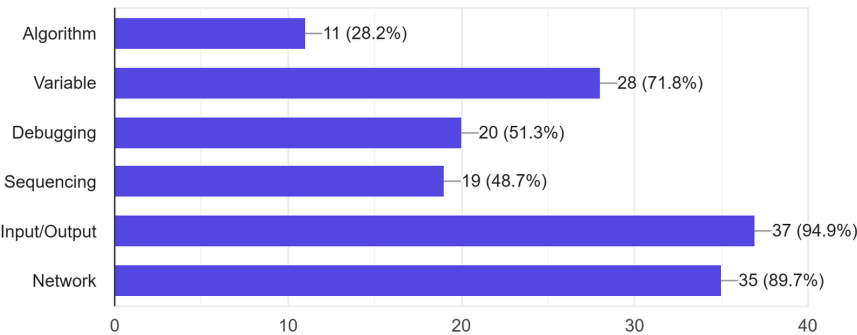
How do you know what you are trying to achieve or make by the end of a computing lesson?

40 responses



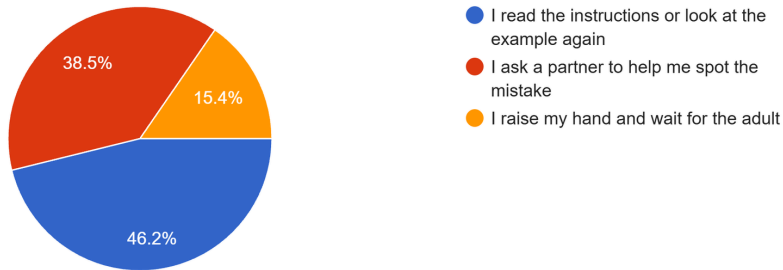
Tick the words that you know what they mean

39 responses



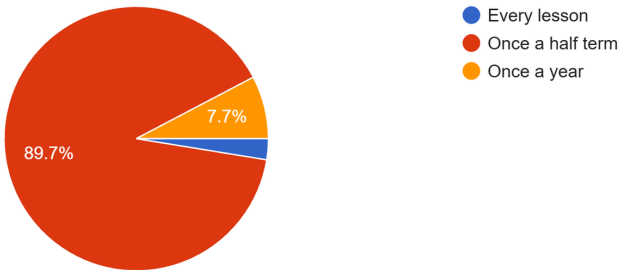
When you get "stuck" or find an error (a bug) in your work, what do you do first?

39 responses



How often do you learn about staying safe online in your computing lessons?

39 responses



Think about
the
computing
topic you did
last term.
What can you
remember
about it?

What piece of
computing
work are you
proud of this
year?

Why do
you think it
is important
to learn
Computing
at school?
How will it
help you in
the future?

1. The Micro:bit (The Main Focus)

By far, the most common memory was working with **micro:bits** (a small, programmable device). Students remembered:

- **The Basics:** Learning that it is a rectangular device where you write code, download it, and use buttons (like 'A' or 'B') to make it work.
- **Hardware & Features:** Learning about the built-in LEDs, sounds, and various sensors.
- **Specific Projects:** Building specific items like step counters, temperature gauges, a virtual Tamagotchi, and games like Rock-Paper-Scissors or Noughts and Crosses.
- **The Process:** Starting with simple challenges, moving up to advanced programming, and creating prototypes that they evaluated and improved.

1. Micro:bit Projects (The Top Highlight)

The majority of students were most proud of their hands-on physical computing projects using micro:bits. Specific highlights included:

- **Creative Interactive Pets:** Building complex, interactive digital pets (like a virtual hamster that falls asleep, wakes up when shaken, and can be stroked or fed).
- **Fitness & Health Trackers:** Making functional step counters.
- **Reading & Time Management Tools:** Designing a reading tracker, as well as a custom micro:bit watch that buzzes every 5 minutes to track reading time.
- **Advanced Features:** Coding micro:bits to communicate with each other using networks, and creating games like "Higher or Lower."

2. 3D Design & Modeling (Tinkercad)

Several students expressed immense pride in their 3D modeling skills, especially those who overcame a lack of confidence in the subject. Favorite creations included:

- A highly detailed "cool-looking" stationary holder equipped with headphones.
- Designing and building 3D houses.

1. Future Career Preparation

- **High Demand:** A vast majority of future jobs across almost all industries (including doctors, teachers, banking, and gaming) will heavily rely on technology.
- **Specialized Paths:** Knowing how to use computers is essential for anyone aspiring to go into specific fields like computer science, game development, or professional coding.
- **Essential Workplace Skill:** Even for non-tech roles, knowing how to navigate a computer, attend work calls, or manage online job interviews is becoming a baseline requirement.

2. Specific Technical Skills

- **Coding and Programming:** Learning how to code (using platforms like Scratch or advanced programming languages) is highly valued, both for career prospects and because it is fun.
- **Technical Literacy:** Understanding how technology works on a deeper level—such as knowing about IP addresses and basic troubleshooting—helps people "figure things out" as technology evolves.