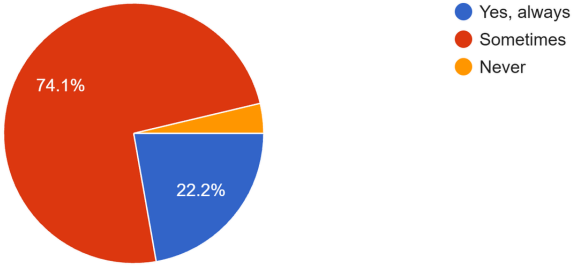
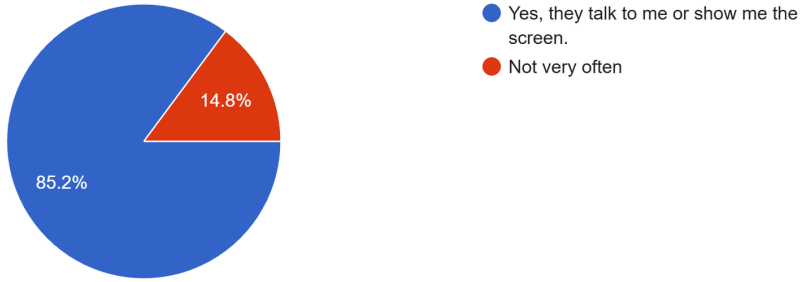
When you start a new computing topic, does your teacher explain how it links to things you have learned before?

27 responses



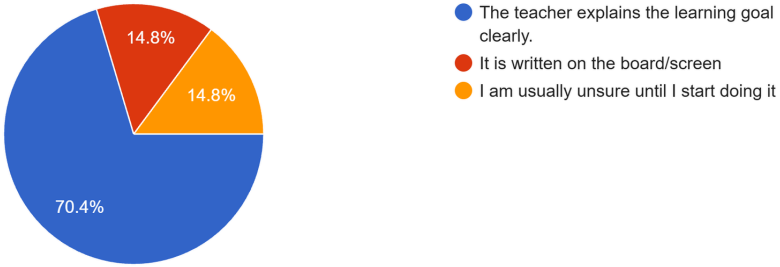
Does your teacher give you feedback that helps you improve your digital work?

27 responses



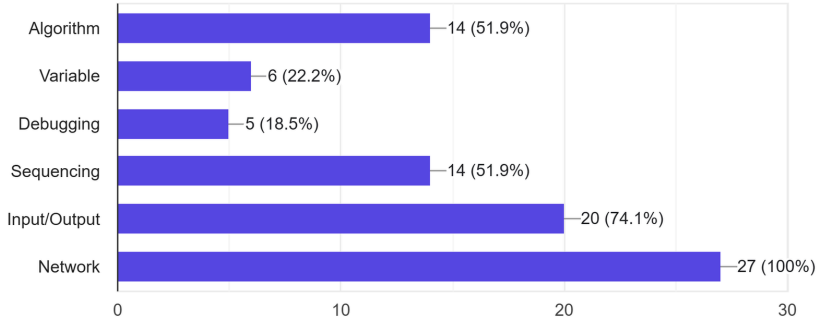
How do you know what you are trying to achieve or make by the end of a computing lesson?

27 responses



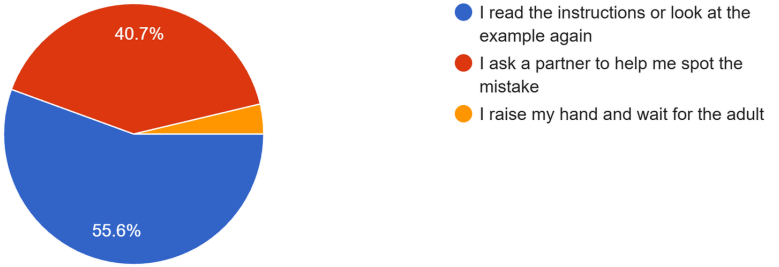
Tick the words that you know what they mean

27 responses



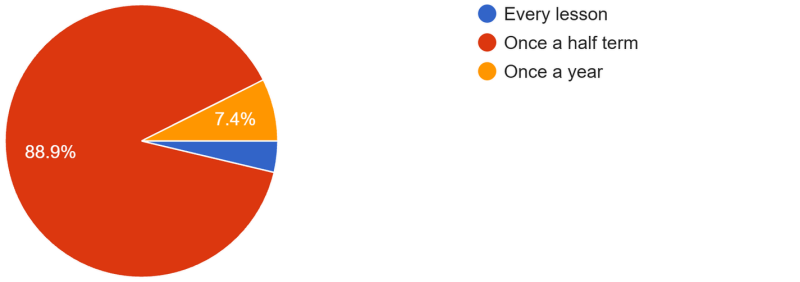
When you get "stuck" or find an error (a bug) in your work, what do you do first?

27 responses



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

27 responses



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

Summary of Activities

- **Platform Used:** The primary tool used was **Scratch**, a block-based coding platform.
- **Core Activity:** Everyone practiced **coding and programming** to design, create, and build their own games.
- **Specific Projects:** * Coding a game where players click a sprite (like a shark) to make a sound or noise.
    - Programming dinosaurs to dance.
- **Other Tools:** One response mentioned using **Audiomass** (an audio editing tool), likely to help with the sound effects for the games.

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

1. Scratch & Game Development

By far the most popular activity! Lots of people loved building games and coding, with highlights including:

- **Game Creation:** Designing original games (including one described as a "definitely incredible game").
- **Sprite Animation:** Making sprites move, changing their look, and specifically coding **dancing dinosaurs** on screen.
- **Creative Coding:** Using sprites to spell out names and making them change numbers.

2. Photo Editing & Graphic Design on Canva

Another big favorite was working with visuals and design tools:

- **Canva Projects:** Editing photos, playing around with random shapes, and learning photo editing skills over the half-term.
- **Drawing:** Using digital drawing tools alongside photo editing.
- **Fun Factor:** Multiple people noted they found the photo editing process really fun.

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

1. Career & Future Jobs

- **Everyday Job Requirements:** A huge theme is that almost *every* job now uses technology. Whether it's working from home, sending work emails, or just general office work, you need to know how a computer operates.
- **Specialized Tech Roles:** The students highlighted specific cool careers like becoming a **coder**, **rocket scientist (planning rocket things)**, or a **YouTuber ("utuba")** that strictly require tech skills.
- **Adult Life Prep:** Knowing how to use computers now means they won't struggle when they are "grown-ups."

2. Digital Literacy & Skill Building

- **Schoolwork:** Knowing how to use a computer makes tasks like writing essays for school much easier.
- **Beyond Computers:** These skills don't just apply to laptops—they also help with understanding how to use **smartphones** and navigate different websites smoothly.
- **Advanced Skills:** Learning early teaches them how to do advanced things like **coding and giving commands** to machines.