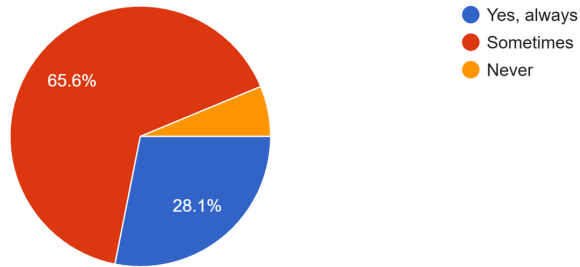


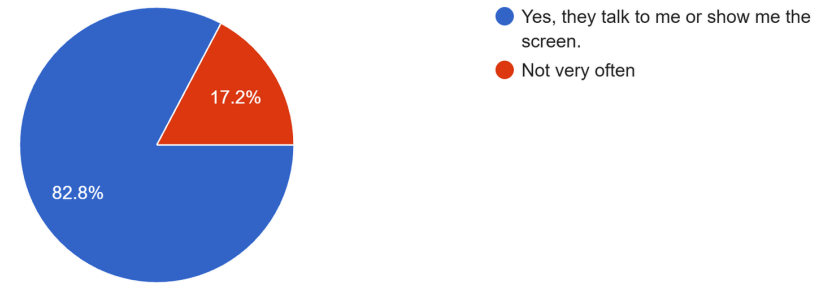
When you start a new computing topic, does your teacher explain how it links to things you have learned before?

32 responses



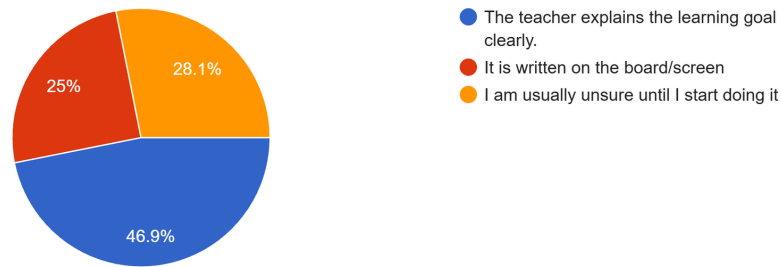
Does your teacher give you feedback that helps you improve your digital work?

29 responses



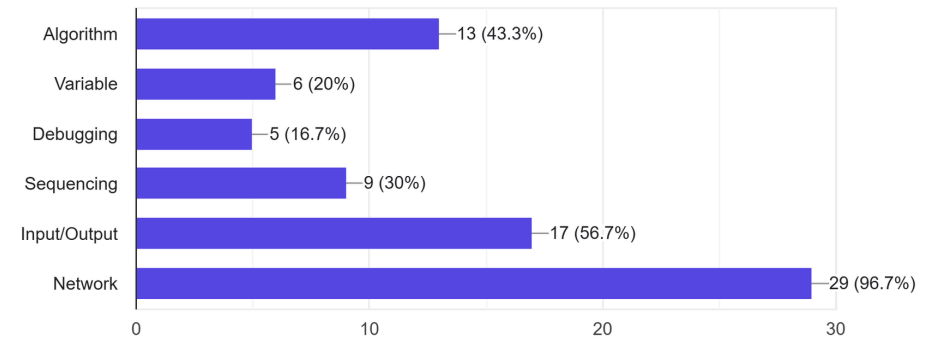
How do you know what you are trying to achieve or make by the end of a computing lesson?

32 responses



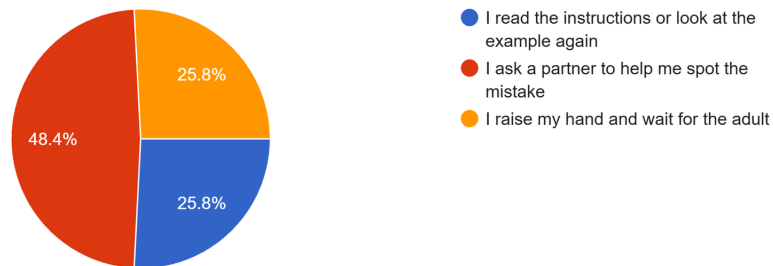
Tick the words that you know what they mean

30 responses



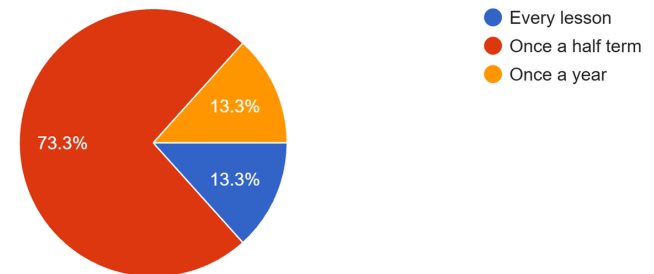
When you get "stuck" or find an error (a bug) in your work, what do you do first?

31 responses



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

30 responses



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

- **High Engagement & Fun:** The overwhelming consensus was that making the games was "really fun," with students enjoying the freedom to "mess around" and design something entirely by themselves.
- **Creative Freedom:** Students loved the customization options. They frequently mentioned choosing their own characters (like foxes and other animals), setting up themes (such as space and beach backgrounds), and picking out custom sounds.
- **Game Variety:** The class created fully playable games, with specific mentions of mechanics like clicking/popping objects and catching animals.
- **Multi-Media Exploration:** Beyond standard Scratch block coding, some students also experimented with Scratch Jr., audio editing on AudioMass, and podcasting.

Summary in a Sentence: The class successfully acted as game designers by planning, coding, and customizing their own playable Scratch games with unique themes and sounds, finding the hands-on experience incredibly fun.

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

1. Game Development on Scratch (The Big Favorite)

By far, the most popular activity was creating and coding games using **Scratch**.

- Students loved making their own custom games from scratch.
- A massive highlight was **audio recording**, especially adding hilarious sound effects (like chickens) to their sprites.
- Many expressed immense pride in seeing their finished, playable games.

2. Digital Art & Photo Editing on Canva

Designing visuals was another huge hit.

- Students thoroughly enjoyed **editing pictures on Canva**, describing it as "fun" and "entertaining."
- They loved the creative freedom of manipulating images and "putting pictures on canvas."

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

1. Job and Career Prep

- **Future Jobs:** Computing is essential because almost every future job will require it.
- **Specific Careers:** It is directly linked to dream jobs like being a **coder**, **engineer** (building circuits), **YouTuber**, digital creator, or participating in coding tournaments.
- **Everyday Tools:** Knowing computers helps with essential modern tools like Canva.

2. Online Safety and Protection

- **Stopping Cyberbullying:** Learning computing teaches you how to stay safe online, handle people being mean, and prevent bullying.
- **Digital Literacy:** It helps you become a confident "digital person" who knows how to navigate the web safely.