End of term computing ideas

STEM LEARNING

10 activities for the end of term to use in class with children to have fun whilst developing computing knowledge and skills. All activities are free to use, you will just need to sign in to access them.

Art using scratch

Create beautiful spirographs using the programming skill of loops and repetition, in this scratch and art activity. With links to modelled examples, children can use and modify the pre-created Scratch projects.

https://www.stem.org.uk/rxh7e6

Roman numeral pixel puzzle

Combine Roman mosaics with the teaching of pixels and digital images in computing, with this colour by Roman numeral pixel puzzle.

https://www.stem.org.uk/

Exploring the ocean floor

Use Scratch, to debug and then improve a program to move a polar explorer submarine around the ocean floor, photographing samples found.   Challenge children to create a program which will move Autosub6000 autonomously.

https://www.stem.org.uk/rxekz9

End of term picnic planning

Plan and calculate the cost of an end of term party and combine lots of STEM skills in the process. Whether it's a picnic in the park, or a classroom event on the last day school, this activity is easy to use in class.

https://www.stem.org.uk/rxhfvp

Paper plane algorithms

Paper planes are great for learning about all things STEM! Follow an algorithm to make a paper airplane. Children need to correctly sequence the steps and discard any unneeded information. They then give their algorithm to someone else to follow to see how efficient it is.

https://www.stem.org.uk/rxcyre

Promote sports

Create posters using free digital tools to promote para sports and the athletes competing in the Commonwealth Games.

https://www.barefootcomputing.org/resources/game-on!-commonwealth-games-lks-2

Lego Building Algorithm Activity

In this adaptable Barefoot Computing activity for KS1 children build using blocks, then take photographs and write instructions for others to follow. It's a great resource for developing early understanding of algorithms.

https://www.stem.org.uk/rxcx33

ESA Space Coding Challenges

Coding challenges using Scratch - programming simple games to help the friendly alien Paxi to visit Mars and the ISS.

https://www.esa.int/Education/Expedition_Home/SpaceCodingChallenges

Develop thinking skills in computing

Colourful easy to use cards, which help children develop their computational thinking. These are perfect to use to really get children thinking.

https://www.bebras.uk/index.php?

Pirate Themed Bee Bot Mat

Ahoy there! This Beet Bot mat is perfect for a pirate themed day, or just simple pirate fun! Children can program a Bee Bot to visit several sites on the pirate island and reach a treasure chest.

https://www.stem.org.uk/rx34n4