



# LONDON TECHNOLOGY WEEK - SCHOOL RESOURCE PACK

June 2016

To help celebrate London Technology Week, Code Club have created a resource pack for schools including a coding project and an assembly plan.



## Assembly plan

The assembly plan focusses on:

- Celebrate London Technology Week
- Understand the significance of computer science
- Learn about exciting developments in STEM
- Develop their programming and computational thinking skills

## Coding project

Green Your City - a project that introduces children to programming concepts by learning how to develop a game in Scratch to make trees and flowers grow in the city.

<https://codeclubprojects.org/en-GB/scratch/green-your-city/>

Children can complete this project in school or at home. The project includes step by step instructions for creating the code for the game, as well as challenges to consolidate learning and encourage exploration and creativity.

The project also includes volunteer notes explaining how to use the project, and a completed Project to demonstrate to children.

## Share your work

We'd love to view and share a selection of the best Green Your City projects. You can also share your children's creations with us directly on Twitter by tweeting us ( @CodeClub ).

## About Code Club

A Code Club is an after school coding club for children to learn and practise their digital making skills. We provide fantastic resources aimed at children aged 9-11, giving them the skills to create websites, animations and games in weekly Code Clubs run by teachers and volunteers.

Code Club is a great way to inspire children to pursue digital making activities, whether that's in their spare time, in school or as a career. We want them to gain skills that are useful to them not only learning to program, but also learning about computational thinking, problem solving, planning, designing and collaboration.

Starting a Code Club is easy and free! To start a Code Club in your school, you will need the following:

1. A club space which is safe and suitable for children;
2. A group of children aged 9-11 who are keen on digital making;
3. Computers: one for each child is best, but programming in pairs can work well too
4. Software: most clubs start with Scratch, which is free to download or can be used online. There's a setup guide at [jumpto.cc/scratchresources](http://jumpto.cc/scratchresources)
5. Code Club projects: most clubs prefer to print these, or the children can follow them on screen. Projects are available at [codeclubprojects.org](http://codeclubprojects.org)
6. You will need to register your Code Club on our website at [codeclub.org.uk/register](http://codeclub.org.uk/register). Once you have done that, you can search for an enthusiastic volunteer to help you, or let us know that you are running the club yourself.

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