

COMPUTING FOR PRIMARY

Computing in the curriculum? Confused? We don't blame you. Despite the plethora of resources available to schools and teachers in the form of hardware, software, courses and online portals, many schools are still struggling to deliver a meaningful and robust offering for their pupils. **Lets change that, together.**

Our workshops are about handpicking free resources that are tailored to how you can deliver the curriculum, taking into account varying levels of teacher confidence and available technologies.

Really helpful and enjoyable!
Made me much more
confident about delivering
the computing curriculum. I
have lots of ideas to take
back to school.

New Holland Primary



code

algorithm



debug

compute

program



</ CODE >

Raspberry Pi
Apps & Tablets
Scratch Masterclass
Robotics
Computing Toolkit

New Ways to Learn are fully qualified teachers and senior leaders with decades of classroom and change management experience.

We work with hundreds of schools every year delivering fun and engaging workshops on the effective use of technology.

Ofqual Subject Expert
BSc Computer Science
Computing Teacher
HSIS Training Partner
DfE Expert Panel Computing



New Ways to Learn

IT is what we do

COMPUTING FOR PRIMARY

Getting started is easy. Simply choose a format that suits you, the duration required and then select from the modules below to create your bespoke workshops. When you are ready, give us a call or visit our website and we'll get you booked in.

FORMATS **IN-CLASS** **INSET** **VIRTUAL** **1:1** **SMALL GROUP**

DURATION **CPD PLAN** **FULL DAY** **HALF DAY** **TWILIGHT**

We can tailor the modules below to last 2 hours, a half or a even a full day, dedicated to a single module. Our aim is to ensure workshops fit around your specific requirements.

M1 MAKING SENSE OF THE REQUIREMENTS AT KS1 & KS2

What is it all about? Are you serious! Teaching computing and coding at Primary? We are not coders! This module is all about getting you comfortable with the new curriculum and giving you the head start you need.

M2 THE BEST OF THE WEB & FREE RESOURCES

We've trawled the internet for the best resources relevant for EYFS through to KS2 for use with any browser. Perfect for use on existing desktops and laptops and for home use too.

M3 GETTING AHEAD WITH APPS FOR APPLE AND ANDROID

Get ahead using some of the amazing apps built for independent and group-based learning. They can be readily connected to other areas of the curriculum; literacy, numeracy, communication skills etc

M4 ROBOTS, RASPBERRY PI & CONTROL

So, you want to control physical objects? This module provides hands-on insights along with a look at how best to use them in the classroom.

M5 SCRATCH—THE ULTIMATE GUIDE!

Without a doubt, Scratch is the go-to place for getting to grips with the fundamental principles of coding. Using visual blocks of code, Scratch teaches pupils everything they need to get going. We show you how...

I have finished the day feeling much more confident about teaching computing as he explained everything in 'simple' terms!

Ingrave Johnstone C of E Primary

**BOOK YOUR
BESPOKE
WORKSHOP
TODAY**

training@newwaystolearn.com

www.newwaystolearn.com

0844 66 55 745