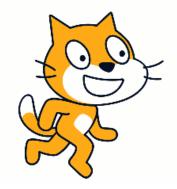
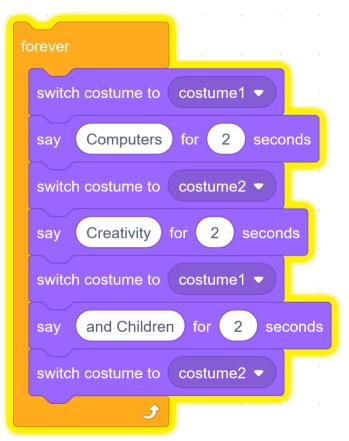
# Computers Creativity and Children

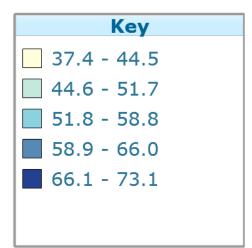
Margaret Low

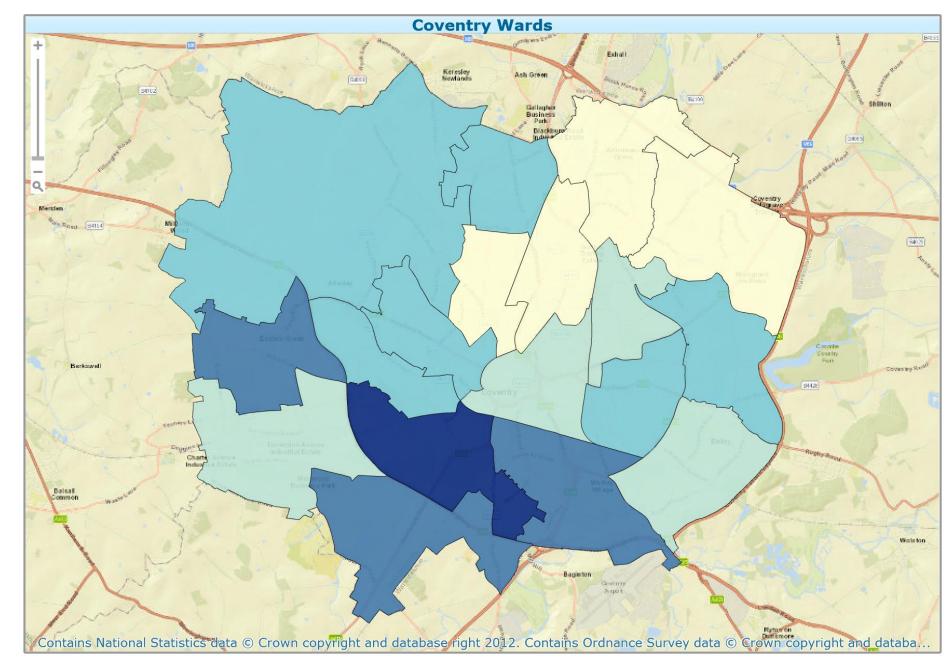




Coventry 2013 – 2014

% of KS4 pupils gaining 5+ GCSEs graded A\*-C





Source: http://www.coventry.gov.uk/info/195/facts\_about\_coventry/2439/skills\_and\_education



The Chartered Institute for IT

### **Coventry Branch**

# Challenge IT News

November 2015

#### Email: <a href="mailto:challengeIT.cov@bcs.org.uk">challengeIT.cov@bcs.org.uk</a>

#### Special Points of Interest:

- Support for British Science Week 2016
- Competition for local Schools and Youth Groups.
- Organised by BCS
- Prizes from BCS, IET, OCR, Coventry University, University of Warwick.

### Challenge IT 2016 Competition





WMG staff in 'judging' hats

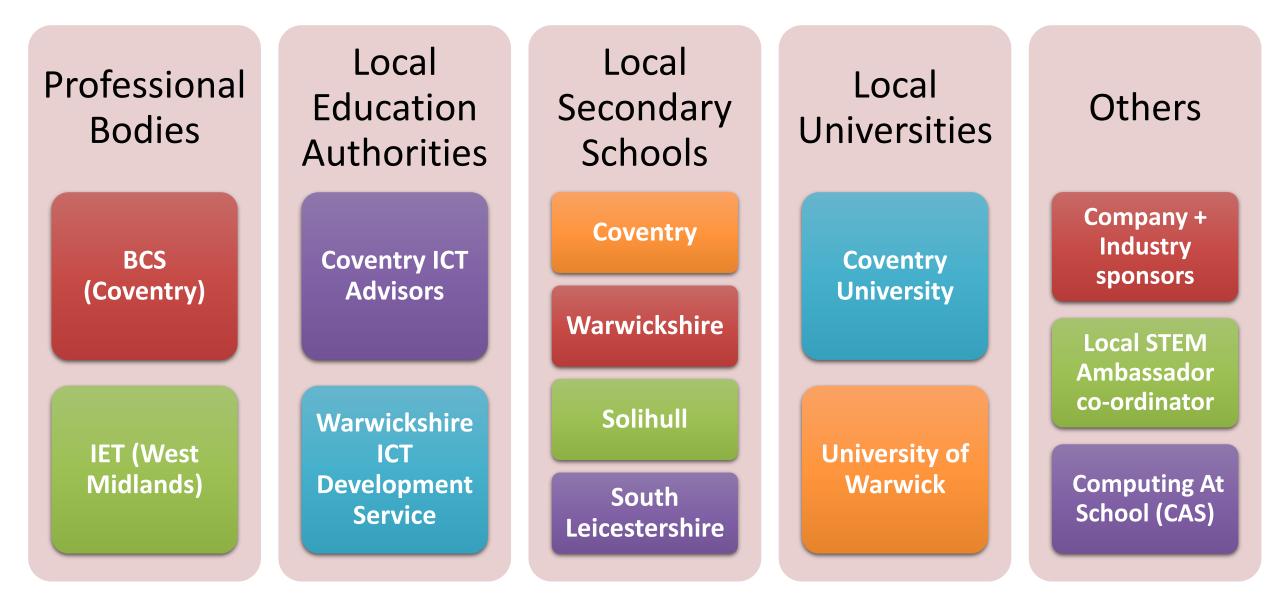


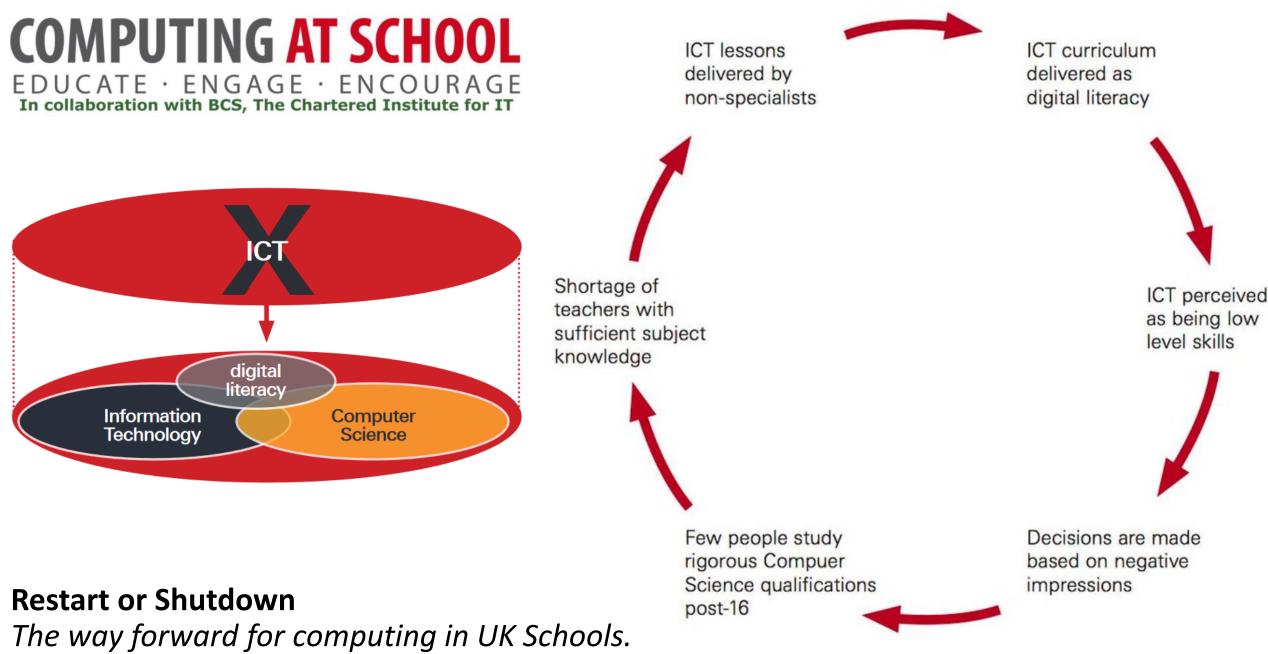
BCS Coventry + Technology Volunteers in "judging hats"





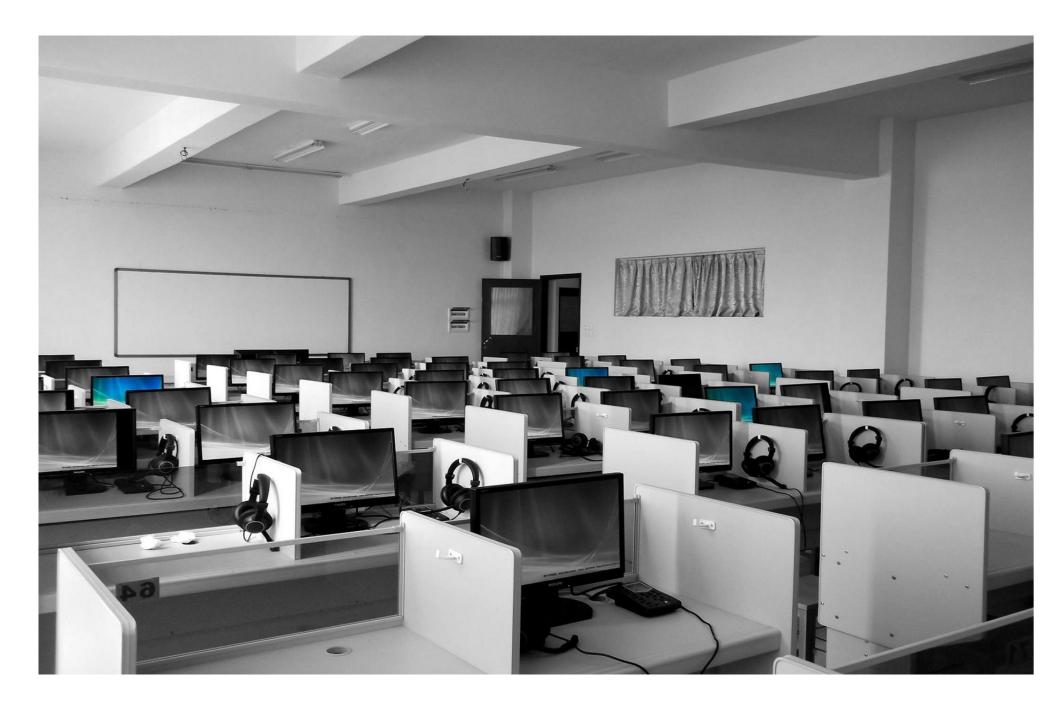
## Challenge IT: Local network and wider contacts





Royal Society Report 2012

What is wrong with this space?



Why aren't computers more like these tools?

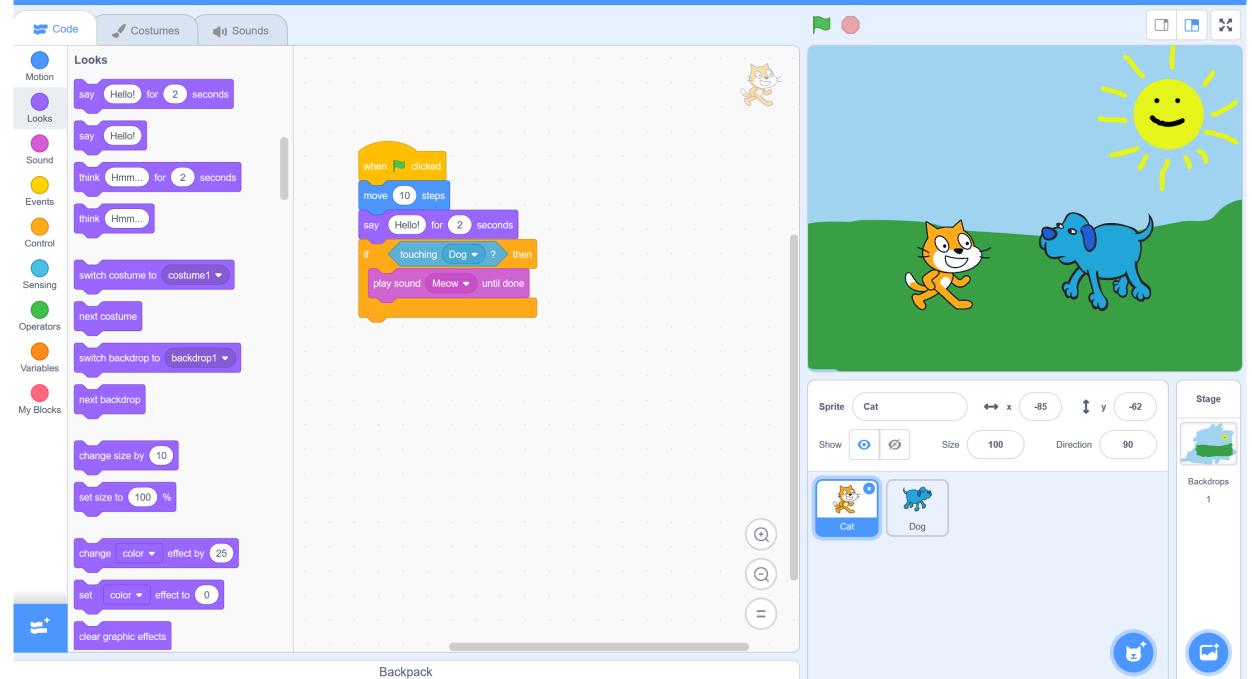




Tutorials Untitled-25

Share







71

76

131

2133

#### Notes and Credits

23

I made this game with help of my father (programming tips) and my brother and sister (voices and sound). It was a lot of work and we think it's also a lot of fun. We used our german voices, but we made the bubblehelp in english.

#### We hope you like it!

If you want, you can create new adventues with Maya!

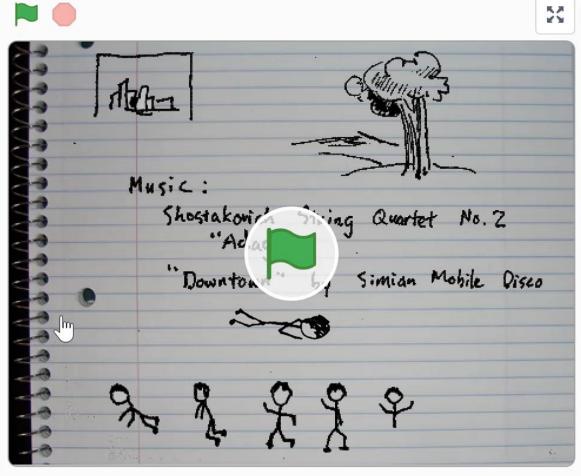
P.S. the Offline-Verision of "Maya" in the SCRATCHenviroment runs perfect, whereas the online-Version shows some problems with "hidden-sprites" that will vanish with the debugged version of the SCRATCH-Online-Environment, that will be released by the SCRATCH-Team soon.

Copy Link



415

385



593

6

12662

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#### **Notes and Credits**

#### A short animation.

http://jueseph.com/blog/2007/09/28/what-i-learned-incomputer-science-50/ Click on the tree and mountains for some interesting effects.

For those of you who are curious, I actually drew in a sketchbook, took digital pictures, and then ran them through photoshop to get the right contrast to extract pure black/white figures. Really clumsy, but the project was due the next day and I didn't have a scanner on hand. The whole process took 6 hours, most of it spent drawing and processing pictures and extracting music clips, the rest spent adjusting wait times. The actually coding was simple because the whole thing is pretty linear and non-

◎ Sep 28, 2007



# Scratch: Programming for All

BY MITCHEL RESNICK, JOHN MALONEY, ANDRÉS MONROY-HERNÁNDEZ, NATALIE RUSK, EVELYN EASTMOND, KAREN BRENNAN, AMON MILLNER, ERIC ROSENBAUM, JAY SILVER, BRIAN SILVERMAN, AND YASMIN KAFAI

- low floor easy to get started
- high ceiling opportunities to create complex projects
- wide walls room for many different interests and learning styles

Communications of the ACM, November 2009

### Logo – originally developed by Papert, Solomon and Feurzeig, 1967



A square can be produced by the commands

FORWARD 100 RIGHT 90 FORWARD 100 RIGHT 90 FORWARD 100 RIGHT 90 FORWARD 100 RIGHT 90 All About LOGO-How It Was Invented and How It Works

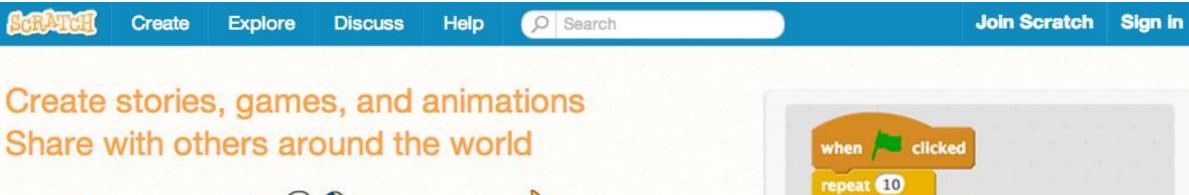
# MINDSTORMS

Children, Computers, and Powerful Ideas









move 10 ste

change color

play drum (47) for (0.2) beats

say Welcome to Scratch! for 2 secs

25

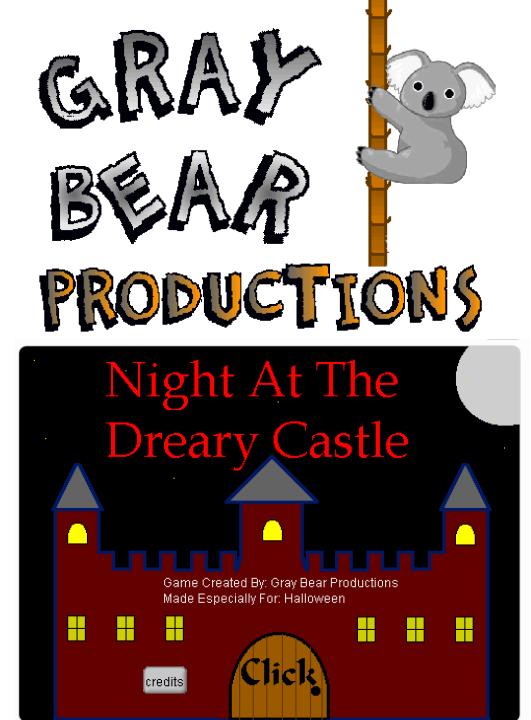


A creative learning community with 5,777,936 projects shared

ABOUT SCRATCH | FOR EDUCATORS | FOR PARENTS







Thanks to **leeor99** for the original project **ganshaaaaa**.

#### 



56

 $( \circ )$ 

### 

#### **Notes and Credits**

23

Ok, If you like, you may remix this project and add in your character, if you have one, doing CARAMELLDANSEN!! :D RULES: Please make it las for atleast less than 8 secondes so that others who want to submit can have a chance at it! thankuu 4 participationg! Scratch on!! :3 ~Kaotheroogoncreator~

- ~igglepie~
- ~Yorie~

~imacat~

~J0j2~

~Dotsandstripes~

~Hidden-Heart~

~whitewolf292~

**5** See inside

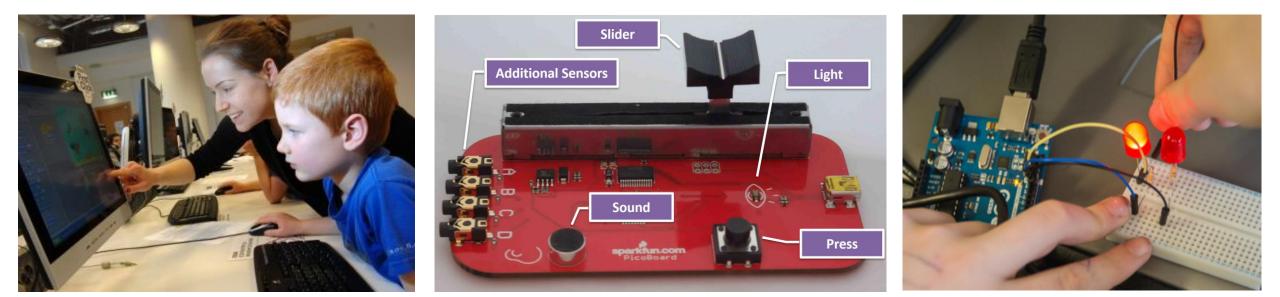


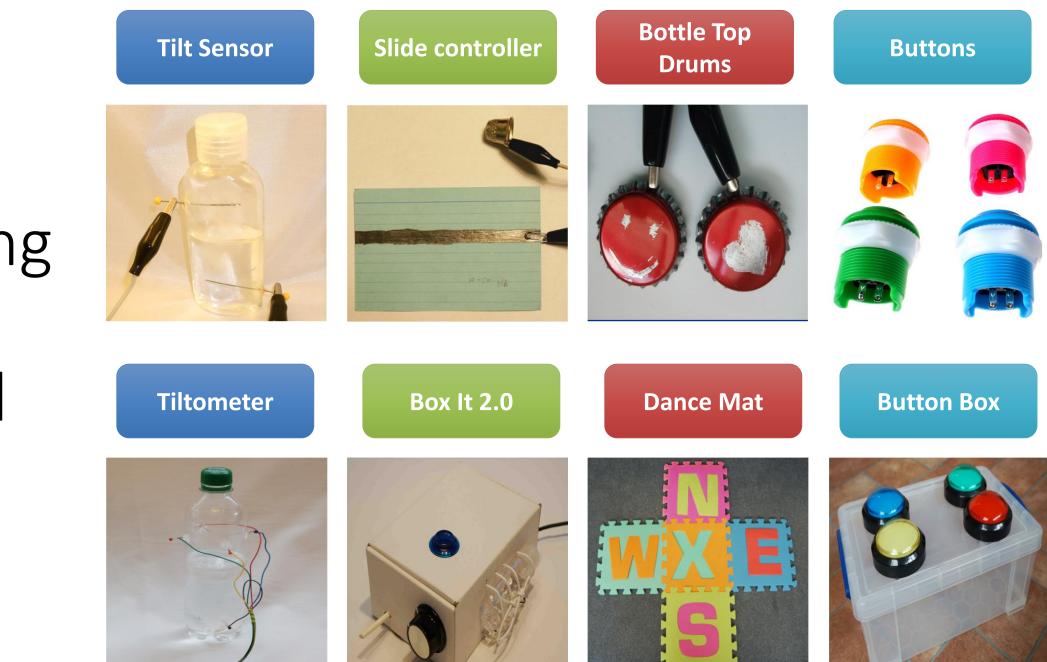
Technology Volunteers are a group of students and staff at the University of Warwick. We want to encourage children to become creators, rather than consumers of technology. Technology Volunteers offer support to local schools by assisting with technology-based projects and activities during lessons, or at after school clubs.

## Programming by Stealth

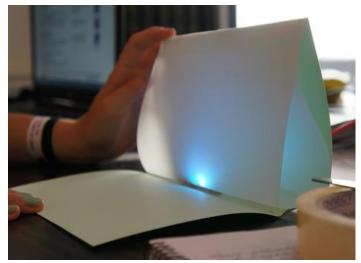
## Sensing Our World

## Introduction to Arduino

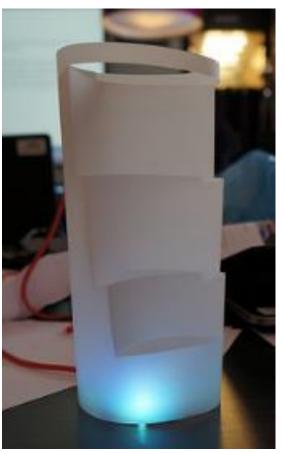




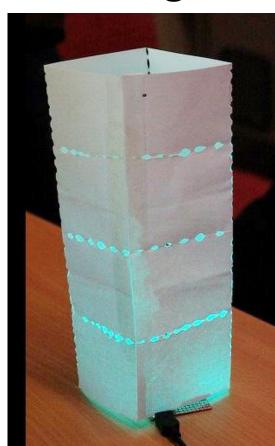
# Sensing Our World



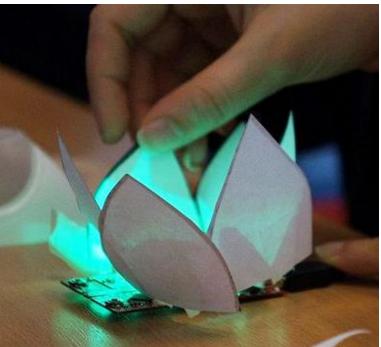
Illuminating Engineering collaboration with Simon Leigh



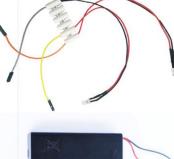












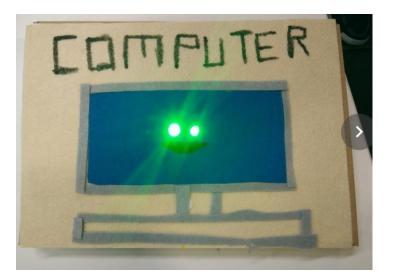


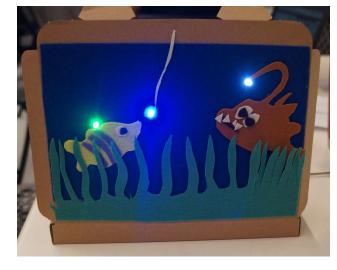




# Tiles for Tales





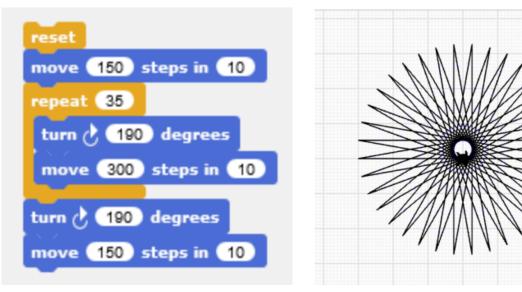


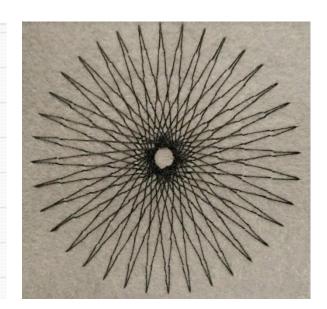


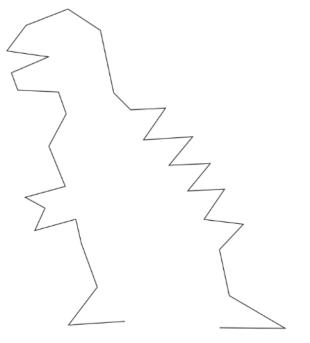


Turtlestitch

(developed by Andrea Meyer)











## Hereward College co-creation project led by Diane Burton





National college for young people with disabilities and additional needs



Accessibility Options

## Hereward College uses revolutionary 3D printing equipment to help students with disabilities

#### Posted on 13th Jan 2014



· 25 Jan 2017

3B really enjoyed their Scratch session with @WarwickVol :)



Content, Context and

Community

Adventures in Coding

Linda Liukas

The world's most whimsical way to learn about COMPUTERS, PROGRAMMING, and TECHNOLOGY

Н

ACTIVITIES INCLUDED for all future coders

£(x) F(x) Computational Fairy Tales JEREMY KUBICA

"Inspiring." — People Magazine (People Picks)

## Lifelong Kindergarten

Cultivating Creativity through **Projects, Passion, Peers**, and **Play** 

> Mitchel Resnick foreword by Sir Ken Robinson

### TWENTY THINGS TO DO WITH A COMPUTER

### Seymour Papert

.

and

### Cynthia Solomon

1. Make a Turtle	11. Make a Music Box and Program A Tune
2. Program the Turtle to Draw a Man	12. Play with Semi-Random Musical Effects, then Try Serious Composing
3. Turtle Biology	13. Computerize an Erector Set Crane and Build a Tower of Blocks
4. Make a Display Turtle	14. Make a Super Light Show
5. Play Spacewar	15. Write Concrete Poetry
6. Differential Geometry	16. Try Computer Aided Instruction & Psychology
7. Draw Spirals	17. Physics in the Finger-Tips (how people balance things)
8. Have a Heart (and learn to DEBUG)	18. Explain Yourself
9. Grow flowers	19. Puppets
10. Make a Movie	20. Recursion Line - think up 20 more things to do.

MASSACHUSETTS INSTITUTE OF TECHNOLOGY A.I. LABORATORY June 1971

LOGO Memo No.,3 TWENTY THINGS TO DO WITH A COMPUTER

Seymour Papert

.

and

Cynthia Solomon

### 15/20 still more to do!

June 1971

Memo No.,3

LOGO

MASSACHUSETTS INSTITUTE OF TECHNOLOGY

A.I. LABORATORY

1. Make a Turtle	V	11. Make a Music Box and Program A Tune	V
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