



Computing

courses for teachers

Cnetso and Muswell Hill Primary School
working in partnership to support and enhance
Teaching and Learning in Computing



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In 2014 the National Curriculum changed and Computing emerged with changes from the previous ICT programmes of study. These changes can be daunting without continuous professional development to support teachers.

Cnetso and Muswell Hill Primary School have teamed up to provide CPD for the staff at Muswell Hill Primary and other local schools in key areas that address the demands of the new Computing curriculum.

Cnetso have been working at Muswell Hill Primary School since 2010 and they support the school with:

- Technical Support
- Integris G2
- ParentPay
- Team teaching the new curriculum
- Leading staff meetings
- Individual teacher professional development programmes

If you would like your staff to benefit from these courses then please do contact us at training@cnetso.com to book your place or to get further details and we will get in touch with you.

Overview of the Courses

Dates	Course	Suitable for
25.02.2016	Audacity for Beginners	KS1 – KS2
03.03.2016	Audacity II	KS1 – KS2
10.03.2016	Audacity III	KS1 – KS2
12.04.2016	Explore Scratch	KS2
19.04.2016	Create Games in Scratch	Years 3, 4, 5, 6
26.04.2016	Maths via Scratch	Years 3, 4, 5, 6
02.05.2016	Introduction to Espresso Coding	Years 3, 4, 5, 6

Audacity for Beginners

Learn audio editing techniques and quick tricks to enhance your sound in Audacity

Location: Muswell Hill Primary School **Course Date:** 25.02.2016
Timings: 16:00 – 17:30 **Fee:** £50 per person

Suitable for

Teachers and heads of department in primary, secondary and special schools who want to use audio editing software in their Computing lessons. [KS1, KS2]

This practical course aims to cut through the hype and examine what it takes to deliver lessons that achieve outstanding learning and progress in primary Computing using Audacity.

Course Content:

- What is Audacity
- Take a tour of the program
- How to download Audacity for free
- Downloading Audio files from the internet [YouTube]
- Importing, creating tracks, and navigating the timeline
- Cutting audio
- Splitting audio
- Joining audio
- Copy and pasting audio
- Save and import

Audacity II

Learn audio editing techniques and quick tricks to enhance your sound in Audacity

Location: Muswell Hill Primary School **Course Date:** 03.03.2016
Timings: 16:00 – 17:30 **Fee:** £50 per person

Suitable for

Teachers and heads of department in primary, secondary and special schools who want to use audio editing software in their Computing lessons. [KS1, KS2]

This course will look into various effects and options available within the software to create professional looking audio tracks which can then be used in other applications.

Course Content:

- Cutting audio
- Splitting audio
- Joining audio
- Copy and pasting audio
- Save and import

Audacity III

Learn audio editing techniques and quick tricks to enhance your sound in Audacity

Location: Muswell Hill Primary School **Course Date:** 10.03.2016
Timings: 16:00 – 17:30 **Fee:** £50 per person

Suitable for

Teachers and heads of department in primary, secondary and special schools who want to use audio editing software in their Computing lessons. [KS1, KS2]

This practical course looks at how to use Audacity to record, manipulate and save a sound file in various available formats.

Course Content:

- Trimming and silencing audio
- Fading audio
- Remove background noises from audio track
- Boosting volume level without distortion
- Blend music and vocal tracks
- Finished product

Explore Scratch

Understanding the power of coding

Location: Muswell Hill Primary School **Course Date:** 12.04.2016
Timings: 16:00 – 17:30 **Fee:** £50 per person

Suitable for

Teachers and heads of department in primary, secondary and special schools who want to engage students by programming in Scratch. [Years 3, 4, 5, 6]

This introductory course will allow you to quickly and easily learn how to use some of the capabilities of Scratch. You will learn how to move Sprites (people, animals, objects, etc.) in your programs, how to add sounds, how to change colours, control actions with the mouse or the keyboard and how to design your own Sprites.

Course Content:

- Explore Scratch
- Motion and Sound
- Creating your Sprites
- Repeating Actions : Using blocks and functions

Create Games in Scratch

Understanding the power of coding.

Location: Muswell Hill Primary School **Course Date:** 19.04.2016
Timings: 16:00 – 17:30 **Fee:** £50 per person

Suitable for

Teachers and heads of department in primary, secondary and special schools who want to engage students by programming simple games in Scratch. [Years 3, 4, 5, 6]

This course shows how to design a version of the traditional pac-man game. It provides a simple method to navigate through the maze without trespassing its limits. It is a good example for an initial game project. It allows for easy expansion and the addition of new features.

Course Content:

- Learn new controls
- If and else statements
- Variables
- Create End Game and save as project
- Share with Others

Maths via Scratch

Understanding the power of coding

Location: Muswell Hill Primary School **Course Date:** 26.04.2016
Timings: 16:00 – 17:30 **Fee:** £50 per person

Suitable for

Teachers and heads of department in primary, secondary and special schools who want to engage students by programming simple games in Scratch. [Years 3, 4, 5, 6]

This course illustrates an interactive application where random addition problems are created. The user enters the expected solution and later is able to check its accuracy. It shows how to create multiple problems randomly, how to get input from the user, how to display this input on the screen and how to check the correctness of the input. It can be expanded to implement other operations and extend the range of final results.

Course Content:

- Reading the script
- Controls and Operations
- Understanding of parameters
- Random Test
- Debugging

Introduction to Espresso Coding

An engaging programme with a focus on improving teaching and learning

Location: Muswell Hill Primary School **Course Date:** 02.05.2016
Timings: 16:00 – 17:30 **Fee:** £50 per person

Suitable for

Teachers and heads of department in primary, secondary and special schools who want to engage students by using Espresso Coding. [Years 3, 4, 5, 6]

This course aims to give you an introduction to, and walk you through, the programme thereby ensuring that you are using Espresso Coding with confidence and are able to play a full part in transforming learning and teaching in your school.

Course Content:

- Learn new controls
- If and else statements
- Variables
- Create End Game and save as project
- Share with Others