Learning to Code During Closure

Now could be a great time for children (and grown-ups) to develop their computing skills! Here are a few fun (and free) websites that you could use to level-up your coding...

Pre-readers:

https://studio.code.org/s/coursea-2019/stage/1/puzzle/1

This link takes you to a video introducing the internet (and some safety tips) and then leads on to some basic coding concepts that involve clicking and dragging pictures. Have a go with your child.

Beginner:

https://www.tynker.com/hour-of-code/puppy-adventure

Puppy adventure introduces you to simple block-based coding.

Intermediate:

https://studio.code.org/s/express-2019/stage/1/puzzle/1

This coding course includes more complex coding ideas, which are introduced gradually.

https://scratch.mit.edu/

Scratch is available to use online or download for offline use. You can explore and modify other users' projects or create your own!

https://lightbot.com/flash.html

Lightbot is a tried-and-tested puzzle game that starts simple but gets more complex as it introduces trickier coding concepts.

Advanced:

https://www.codecademy.com/learn/learn-python

This free course introduces you to a text-based coding language called Python. (Please note: a more updated version for Python 3 is available for paid members. The free version for Python 2 is still great!)

Other Computing Links:

https://www.bbc.co.uk/sounds/play/w3cszhnh

Tech Tent is a BBC podcast for children and families who are using the lockdown to learn to code.

https://www.tinkercad.com/

Tinkercad is a website that allows you to experiment with 3d design – another important computing skill.

https://quickdraw.withgoogle.com/#

Quickdraw is a game that introduces the idea of machine learning – can the program work out what you're drawing?

https://www.barefootcomputing.org/homelearning

Barefoot have lots of free computing activities, missions and games for families to complete together. Many activities are not on the computer, yet still teach vital computing skills and encourage computational thinking.