

A successful Autumn 2 - What to look out for next!



We have had a fantastic start to our Computing year at Canonbury!

Many of the children have done some incredible learning and I have been lucky enough to see lots of it:

EYFS have been using Beebots to create shapes and learning their controls

Year 1 and 2 getting designing on Busy Things and using many of its great features.

Year 3 have been using the Google Classroom and Googles software to complete tasks

Year 4 have been learning about the internet, the World Wide web and all of its properties.

Year 5 have made amazing pictures on Google Drawing,

Year 6 have been creating and modelling their own houses

Next term we have Safe Internet day and have a fantastic opportunity working with Discovery (Above the Three shop at the Angel). They always have workshops for adults and children alike for you to take part in. Give there website a look and go and interact with tech together! <https://three-discovery.bookinglive.com/>

Remember to try: <https://www.educationalappstore.com/best-apps/best-christmas-apps-to-engage-your-kids>

This great article includes our favourites **Santa google game**, **Code Boogie** and **Hour of Code**. These are great for families to enjoy over the holiday period.

And don't forget **Portable North Pole Track Santa** and the **App to Text** and call Father Christmas and the **Elf Cam App** is proving popular this year!

Final thoughts:

Social media apps such as TikTok and Instagram are immensely popular among children and young people: Ofcom found that 96% of children have their own profile on at least one of these platforms by the age of 17. These apps feature short-form, algorithmically tailored content ensuring that their users spend as long as possible viewing posts and videos. Let's remember to reduce our screen time and enjoy ourselves over the festive period!

Our first podcast!

Over this term, the digital leaders have been recording their own interviews with each other about school and some of their favourite subjects. We have the finished result on our website so please take a look! Below is the link:

Extra School Activities

Code Club -
Monday after school

Digital leaders - Thursday
lunch time 12:30-1pm

Esports team -
Competitions to be
announced



Our amazing first podcast!

Please listen to our first podcast by the
Digital Leaders about life at Canonbury

<https://canonburyprimaryschool.co.uk/learning/life-at-canonbury/digital-leaders/>

Our website

Please remember to look at our website
to find links to useful parental support
and guides:

<https://canonburyprimaryschool.co.uk/parents/online-safety/>

Why is Online Safety important? By Aren



What is an digital diet

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A digital diet is what you can do on and offline. It can be about connecting with your friends, playing with your friends or just being active. But sometimes you may need less screentime to balance your digital diet. You can be creative and make games like in Roblox or Scratch. You can even do creative script writing, but remember to take some time off.



Digital Safety

Digital safety is deciding what you do online. Some examples are:

- Looking out for your well being in the online world.
- Another example is do not trust anybody online.
- The more public information you post, the easier you make it for hackers to steal your data.

Be careful, connect be active!

Children's
COMMISSIONER



Digital 5 A Day

Simple steps to a balanced digital diet and better wellbeing

What is Computing at Canonbury? By Yeva

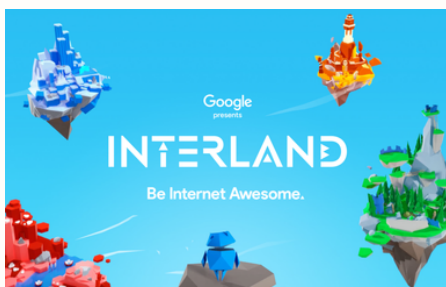


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Busy Things
Teach • Laugh • Learn



Hi, I am Yeva and I would like to describe the experience of Computing in Year 6 .

Our class (Ash) has been chosen to trial out having computers on a 1:1 basis. They help our learning like and use them in our: soft start, English, Reading and sometimes our afternoon lessons like: Geography, History, Science and PSHE. Mainly, we have used them in reading. We have used orbit note to support our reading. It provides use with tools such as: translator, highlighter, screen masking and a dictionary. These all assist us to access our learning. Plus, we get better with Google Classroom!

Also, the whole school has computers to use, essentially only once a week for their Computing lesson. There are useful websites like: Touchtyping (learning how to write on the computer), Busy things (educational games), Scratch (programming)

Interland (online safety) and others. These have all enhanced and enriched our learning of Computing. Try them out!

Our Canonbury Coding Club

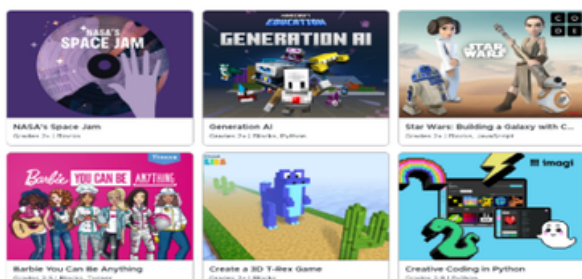
By Alice and Grace



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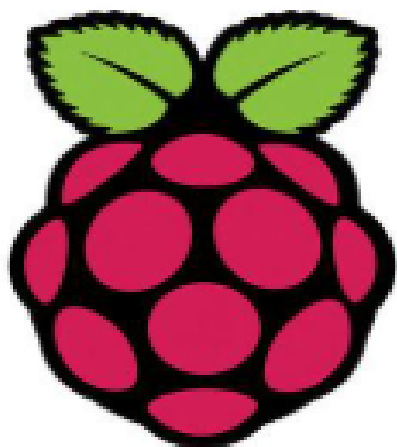


Autumn 1 - Coding

In Autumn 1, coding club focused on the 'Hour of code' which is on Code.org. On here, we did things like coding games or coding an animation e.g. the google logo.

Autumn 2 - Scratch

In Autumn 2, Lawrence set us a project each week on Scratch. This project was usually a game or an animation which we would follow the steps on on a website called 'Raspberry Pi.'



Raspberry Pi

Raspberry Pi is a really useful website to help you code. On there, you can make many programs and with Raspberry Pi you can do it step by step so you can create the best animation ever! In coding, we love using this because we can make the project we are focusing on, learn a new skill, and then change it to our style. This can also help us at home if we want to make an animation or game.



Scratch

We really like using Scratch in coding because it is a child-friendly programming website. It is also really fun because you can look at others creations, play them and get inspiration.



Digital Charter

CANONBURY PRIMARY SCHOOL

Create, discover and succeed together

At Canonbury, we want to encourage a 'Healthy Digital Diet'. We want to promote a positive digital balance. As a result, we have developed our very own 'Digital Charter'



**Digital-free
meal times**



**Books at bedtime
(no tech in the
bedroom)**



**Be kind and
responsible online
and offline**



**Be Creators
NOT
Consumers**



**Be smart
balance screen time
with daily exercise**



**Think before
you share**