



FIVE WAYS TO SUPPORT COMPUTING



A range of games and activities to engage children and develop basic IT skills, computational thinking, debugging and tinkering.

Busythings.lgfl.net



A coding resource offering 3 different contrasting platforms, Turtle for EYFS and KS1, Visual for KS2 and Logo which can be used in upper KS2.

j2launch.lgfl.net



Features a comprehensive set of multi-curriculum resources for maths, literacy, science and 2 Computing units by Max Wainwright, author of the popular Espresso coding platform.

Sa.lgfl.net



This resource helps students have a deeper understanding of the UK digital heritage so that they can understand our digital future, HoC offers unique video and photographic resources from the National Museum of Computing

Hoc.lgfl.net



This resource introduces students to the object-oriented/script based programming language of Python, supporting students with an interactive, supportive environment in 25 stand-alone lessons.

Python.lgfl.net