



EIS Training Events

Supporting the Computing Curriculum in Primary Schools

Creating digital citizens of the future, sharing the knowledge of how computers work, teaching coding and robotics as well as “animating” pupils is a challenge all schools need to overcome.

The Computing Curriculum is ambitious in its objectives, with the overall goal of ensuring every child will have the skills, knowledge and understanding to be effective in the use and application of technology, in creative ways.

For school leaders and teachers, implementing the Programme of Study brings exciting opportunities but also raises questions on how to effectively plan the curriculum and develop teacher skills.

EIS offer a range of training events for Primary Schools which support the requirements of

the Curriculum and provide teachers with the knowledge and tools to deliver this to pupils in exciting and engaging ways! Our courses include ideas on ways to support pupils who need additional challenge or support as well as exploring cross-curricular opportunities.

Courses can be adapted to suit schools' own Schemes of Work.

We offer flexible training events which can take place at our Training Rooms in Maidstone or at your school. Why not arrange to host an event at your school and share the experience, as well as the cost, with neighbouring schools?



Coding and Programming

C030 One Day

Do you need to introduce Coding & Programming as part of the new Computing Curriculum?

Do you need ideas as to how to embed these concepts and engage learners?

From introducing programming through to developing a deeper knowledge this course will cover programming concepts to be taught, coupled with some engaging ideas on how to teach these from EYFS upwards.

During the course you will have the opportunity to explore a variety of free software that can be used to teach programming, as well as some of the physical solutions available. These examples will span from introductory applications through to more creative solutions which can be used as children's skills develop.

Getting Creative with Animation

C037 One Day

Animation is a requirement of the new Computing Curriculum.

Would you like to learn how to work with animation and film to deliver concepts to pupils and be truly creative with animation?

Using Zu3D animation software during this course, delegates will explore the variety of ways in which animation and film can be used creatively across the curriculum.

This course will involve stop motion, green screening, time-lapse, film editing, text and sound additions and will also incorporate many ideas of how to use film creatively across the curriculum.

Introduction to Raspberry Pi

C040 Half Day

Are you a Key Stage 2 teacher looking to find ways to use Raspberry Pi computers in the primary Computing Curriculum?

Do you need to embed this in cross-curricular lessons or are you looking for ways to engage pupils in club activities?

This course is designed to provide teachers of Key Stage 2 with the knowledge, confidence and ideas to help them to incorporate Raspberry Pi mini computers within their teaching. This session will also include suggestions on how to map the use of Raspberry Pi computers to the new curriculum, including cross-curricular ideas.

Course Information & Booking

This brochure provides an outline of our Curriculum training courses. If you can't find what you need, would like advice on selecting the appropriate event, or would like a bespoke session, please get in touch and we will be able to assist you.

For any additional information, please email training@eisit.uk and we will be happy to help.

Pricing

Our simple pricing structure includes discounts available for multiple bookings, with the ability for schools to purchase E-Vouchers which can be spent on any of our scheduled courses.

On-Site Training Pricing (1-9 Delegates)

Half Day Event £460.00

1 Day Event £660.00

EIS are pleased to be able to offer schools further discount on bulk purchase of training events. Please contact our training team to discuss this opportunity.

Binary: Making the Lights Come On!!

C032 Half Day

Find out ways to link binary to future learning as well as it's place in the digital world.

Explore how to embed this topic in your curriculum and deliver on the Computing Curriculum.

During this session, delegates will find out about the importance of binary and the different ways in which it is used within technology. Also, ways in which to link binary to future learning will be included to help embed this knowledge.

Networks: Is it Just Magic?

C035 Half Day

Learn about networks along with various tools to support the teaching of how networks transmit data.

Explore how to embed this topic in your curriculum and deliver on the Computing Curriculum.

The session will include participatory games and ideas, which delegates can take away and incorporate within their own lessons.

Exploring the BBC micro:bit

C042 Half Day

The BBC micro:bit offers schools the opportunity to deliver key elements of the Computing Curriculum.

Are you unsure of how to proceed with programming and control?

Would you like to find new ways to engage pupils?

In this course delegates will be introduced to the BBC micro:bit and its various programming environments. We will look at outputs as well as connecting and controlling external items, such as lights and motors.

Introduction to Teaching HTML and CSS

C036 Half Day

Do you need to understand more about the tools available to create online content and meet the new Curriculum demands?

During this session delegates will explore some useful tools for webpage creation, learn about how to use styles on webpages and link webpages together to make simple websites.

Programming with Kodu

C047 Half Day

Programming comes to live with 3D simulations and Kodu!

Do you want to learn how to engage learners in programming and create games that will spark imaginations?

Kodu is an exciting environment which allows children to create games in a 3D simulation environment using a simple programming language.

During this workshop, delegates will explore how to create and control within the Kodu programming environment, as well as explore some ideas for using Kodu in the classroom.

Physical Computing (Engaging Robotics)

C041 Half Day

Robotics can be incorporated into the curriculum with ease once you have attended this course!

Learn how robotics can engage pupils of all ages at levels appropriate to each key stage.

During this course you will explore how robotics can be incorporated into the curriculum at low-cost, providing fun and engaging learning opportunities, with cross-curricular links.

We will also explore the relevance and appropriateness of robotics across the key stages starting from EYFS.

Introduction to Teaching Search Engines

C043 Half Day

With a wealth of information at our fingertips and the internet the number one go-to resource, an understanding of search engines is crucial.

Explore how to embed this topic in your curriculum and deliver on the Computing Curriculum.

In this session delegates will find out how search engines work, including how to refine searches and how search engines rank data.

The course will provide innovative, interesting and engaging ways for teachers to deliver aspects of the new computing curriculum.



Don't you
just love it
when things
just work

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