Gaming Saves the Planet

Online Learning Skills in Science and Computing for Primary School Children

We have two great offerings to help primary students through the lockdown period, both of which your pupils can join in with. The first project is a complete online training in Scratch, the block based programming language, through the construction of a hedgehog survival game. This covers almost all of the computing curriculum for KS2, for detailed breakdown please contact us. This has already been tested in Stroud Valley Primary School and was found to be hugely popular. We are now going to be teaching this through webinars and have excellent online resources at earthgames.uk. This is a great holistic way of learning programming and ecology together. It starts on Thursday 7th May and is FREE - ages 8 to 11. The livestream lessons will then be at 10am every Friday for nine weeks.



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The second project is a **competition** to create the best Insect Conservation Game. We have an online and a board game category so it gives a chance for students from 6 to 11 to get involved. We will be running webinars at 11.30am for 6 weeks to encourage and facilitate the students. They can also use our excellent online resources to support the project. Once again it starts on the 7th May and is FREE. To encourage your students a wide range of prize are available for different categories, including trail cameras, microscopes, Buglife memberships and more. Check out the website for more details and registration at <u>earthgames.uk</u> or email us at <u>info@earthgames.uk</u>. The project has been created by the charities Makingpi and Buglife.

