**On behalf of Computing At School and the Network of Excellence**

**Understanding algorithms at KS1 – a practical approach to computing**

**Friday, 12th December 2014**

**1:30-4:30**

**The Royal School, Windsor**

**Course Content:** computing requirements at KS1, understanding algorithms, algorithms unplugged activities, Bee-bots and useful KS1 resources and ideas.

**KS1 coverage**

* understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions
* create and debug simple programs
* use logical reasoning to predict the behaviour of simple programs

**Computational thinking**

* Logic, algorithms and decomposition

**Venue details**

**The venue can be difficult to find as the school is situated in the middle of Windsor Great Park. We have created a map to help you locate the school and this can be found under 'letters' on the school website. Please allow yourself additional journey time to find the school.** To enter Windsor Great Park, drive close to the white gates and they will open automatically. Windsor Great Park can be easily reached from J6 of the M4. It lies just north of the A30, which can be accessed from J3 of the M3 and J13 of the M25.

[www.theroyalschool.org.uk](http://www.theroyalschool.org.uk/)

**Speaker**

Jude Parsons - Jude has been teaching for 18 years and has worked in a number of primary schools as their ICT subject leader. Prior to becoming a Computing at School Master Teacher, she was an ICT AST.

**Bookings**

There will be 15 places allocated for this training event. Tickets cost £37.75 and can be purchased through Eventbrite using the CAS website: <http://community.computingatschool.org.uk/events>

Materials and resources used on this course will be made available to delegates after the course.

For further information contact: [jude.parsons@computingatschool.org.uk](mailto:jude.parsons@computingatschool.org.uk)