

Welcome for a quick overview of what's coming up in Module 3. In this module we finally delve into the types of tools and resources that are out there and which can help us bring Computing in an engaging fashion into our classrooms.

The first type of tool we focus on are robots. Robots are a great way to engage children in computing because they naturally attract their curiosity and allow for a very hands-on and kinesthetic way of learning. Of course, to have robots in your classroom does require a bit of investment and as many of you were pointing out in previous modules, not even having enough computers is in many cases your primary challenge. But not all robots are expensive pieces of equipment and you won't necessarily need many of them to engage your students. So it is worth exploring at the level of your school if instead of extra computers it is worth to invest in a few comparatively inexpensive robots such as the beebots.

Talking about educational robotics we have a great teacher from Italy joining us who will also be leading our webinar this week. Make sure to join us for this opportunity to ask her more questions about how robotics and coding can be brought together in the primary classroom.

The second part of the module focuses on the development of computer games. Most young children, even at the very earliest levels of primary will probably have some experience of computer games. With the rise of smartphones and tablets, many toddlers nowadays are already confronted with a variety games-like activities on these devices. So why not use computer games as a mechanism to bring computing to children. As Ollie Bray, a headteacher from Scotland who has loads of experience of using games for learning at his school, says in the videos in this module, children should not just be consumers of digital content but also creators. So if you only do one thing from everything addressed on this course, make sure to explore the games design tools that are out there to get young children into coding, programming and many other areas of computing.

This module's activity continues to focus on the development of your Learning Diary. As previously make sure to collect notes, resources and ideas from the module on your Learning Diary. However, on top of this, in this module we would like you to prepare a short game using one of the tools introduced by Ollie Bray in the videos of section 3.4 and 3.5. Choose one of the tools which you would like to use in your classroom and prepare a game that you can use as an example to show to your students of the type of game you would like them to create. Of course this will take a bit more time if you have to get to know the tool first so make sure you reserve enough time this week for the activity. When you are finished, post a link or a short description of your game in your Learning Diary.

That's it for now. See you next week in the final Module.