Code Club tips

1. Ensure scratch is installed on all the computers we've been using version 1.4 as most of the machines were pretty old.
2. Keep the atmosphere light and informal if you can. I allow the pupils to call me by my first name which I think helps with this.
3. Print the worksheets in colour, one for each pupil.
4. I like to Laminate certificates.
5. Laminate the cue cards to make them more durable.
6. Don't jump in straight away to give a pupil the answer to a problem / bug encourage them to find the solution themselves it's often just a case of reading the instruction again.
7. As the term progresses get the more able pupils to assist the less able ones but make sure they are teaching how to do something not just doing it for them.
8. Watch for pupils spending excessive amounts of time on art work, they may need some individual attention to help them understand what they are doing.
9. Add other things into the lessons if you can to show other aspects of coding. For example we have built a Makey Makey piano, played a little with Arduino, built a basic robot and experimented with a Sphero. The Sphero website has got it's own lesson plans for teaching things like time and distance and angles.
10. The best age range for me has been P5 - P7.
11. Reading the instructions fully for each stage of a worksheet seems to be the biggest problem and comprehension can be an issue for younger pupils.
12. When I've had a classroom assistant they have often been best used making sure that pupils are properly reading the worksheets and explaining what some words mean.
13. Discipline hasn't generally been an issue but I have explained that my rules are different to the normal school one's. I don't operate a levels system and anyone causing excessive disruption will be asked to leave.