ALBAN CITY SCHOOL

computing enrichment 2025-2026

1. DIGITAL INNOVATION WEEK

In September 2025, Alban City held their annual Digital Innovation Week where all pupils from Year 1 to Year 6 participated in a computing workshop.

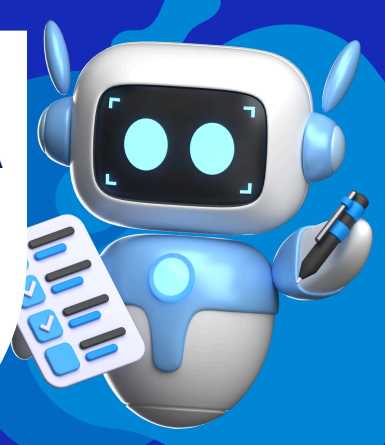




Year 6 developed early warning systems for earthquakes using Lego WeDo. Year 5 had a crash course in 3D printing using CAD software before designing and printing their own key chains. Years 3 and 4 programmed smart trains. Years 1 and 2 got hands on with a range of coding activities and games. Thank you to the Alban City PTA and grants from Meet and Code to make this event possible.

2. BEBRAS SUCCESS

Alban City School pupils demonstrated huge success again in Raspberry Pi's Bebras Challenge. A child in Year 3 achieved 100% which only 108 other children accomplished nationally. A huge 28 children from across Alban City were given a Gold Award which demonstrates their placement in the top 10% of the country.





3. CLUBS

Minecraft Education, Lego Coding and Arcade Coding clubs were full of tinkering, collaboration and excitement. Arcade Coding club designed games to share in our open evening; Minecrafters explored automations and agents while Lego club created veichles.

4. LESSONS



Physical computing remains a core pillar of our computing curriculum. From Reception to Year 6, children have access to physical programming resources from programming trains to Lego to robotics kits. Across Reception, Year 1 and 2, pupils can access these resources by their accessible nature (coding by, colour, line marking or tiles).