REFINATE SCHOOL COMPUTING 2024-2025

LEGO CODING

In September 2024, our Year 6 students experienced an exhilarating day of LEGO robotics. Led by an exceptional facilitator, they masterfully applied programming skills from computing lessons to animate models and conquer stimulating challenges. This immersive experience reinforced foundational knowledge, igniting a passion for practical problem-solving and innovative thinking.

3D DESIGN AND PRINTING

Year 5 plunged into the exciting realm of 3D design and printing! They embarked on an intensive CAD software "crash course," swiftly mastering the fundamentals of digital design. The ultimate challenge: to conceptualize and create a personalised keyring representing themselves. As a thrilling culmination, these unique designs were 3D printed for students to take home, a tangible testament to their newfound skills and creativity.

< 300+ PUPILS ENGAGED BEYOND CURRICULUM LESSONS >

MINECRAFT EDUCATION

Minecraft, programming, and Alban City spectacularly converged! Years 2-6 enhanced programming and problemsolving skills, learning to automate building within the game. This fostered computational thinking and creative automation in an electrifying, immersive experience.

Years 5 and 6 excelled in the new Retro Arcade Coding Club. They significantly advanced their programming proficiency, mastering concepts and bringing creative visions to life in an exciting, retro-themed environment.

ARCADE CLUB

25+ HOURS OF ADDITIONAL ENRICHMENT >

NATIONAL SUCCESS

Our Years 2-6 pupils truly excelled in the national Bebras computational thinking competition, achieving our best results ever! Against 150,000 students, an increasing number ranked in the top 10% nationally, with a Year 4 pupil even scoring 100%.

A select group then advanced to a coding-based follow-on competition. Again, our pupils surpassed national averages, including a Year 5 pupil achieving a perfect 100%. These outstanding achievements highlight our students' impressive computing abilities and dedication.