MALCOLM SARGENT PRIMARY SCHOOL
Love To Learn

21 April 2020

Dear Parents/Guardians of Y3 Children

ACCESS TO CODE.ORG AS PART OF REMOTE COMPUTER SCIENCE LEARNING

As part of continuing our provision of computer science teaching whilst remote learning, we have decided to use the programme, Code.org. We have used this website in school for a few years now and it provides excellent step-by-step lessons for children to complete in order to grasp the principals of basic computer programming.

Computer science is important as it teaches students critical thinking, problem solving and digital citizenship, no matter what opportunities they pursue in the future. In addition, learning to make interactive animations, code-art, games, and apps on Code.org encourages creativity and makes learning fun. Your interest in what your child is learning is critical, and Code.org makes it easy to stay involved. The children will love showing you their current project on code.org and you can connect your email address to their account to help monitor their progress each week.

How to get your child set up with Code.org at home:

Please ask your child to sign into Code.org using their account, connected to the school, to gain access, be able to save their future work and access their current assignment.

We will post the children's logins individually onto their SeeSaw Journal on the first day that Code.org tasks will be set. On this login will be their name, a 'classroom' code which is their section code needed to login and a secret picture.

To sign in, please ask your child to:

- Go to the Code.org sign in page
- Type in their section code (6 letters)
- Choose their name from the list that appears
- Then choose their secret picture (picture password)

At the top of their homepage, your child can work through the course they are doing with their class. Their progress will be saved so that they can continue to work through their project up on return to school. They can also create their own games or artwork in the Project Gallery or check out Code.org/athome for ideas for things to work on at home.

How to connect your email to your student's account:

To keep up to date with what your child is working on and receive updates from Code.org, you will need your child to sign into Code.org and then enter your email in Account Settings.

Join the weekly "Code Break" every Wednesday

The team at Code.org hosts a live interactive classroom for students of all ages. Anybody can participate, and learn computer science in a fun format starring very special guests.

Code.org's commitment to student privacy

Code.org assigns utmost importance to student safety and security. Code.org has signed the Student Privacy Pledge and their privacy practices have received one of the highest overall scores from Common Sense Media. You can find further details by viewing Code.org's Privacy Policy at https://code.org/privacy.

We will be processing your child's data into Code.org using the legitimate business reason under GDPR and thus your consent is not required. We will only be adding your child's first name and surname to allow your child to access this learning platform.

Please let me know if you have any questions and thank you for your continued support in these unprecedented times!

Yours sincerely

Miss Lizzy Lunn
Head of Year 3