

# SHIRE OAK ACADEMY

TURNING POTENTIAL INTO EXCELLENCE

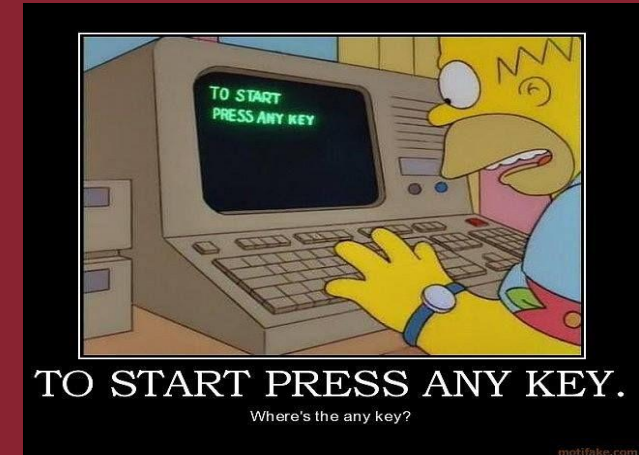
## COMPUTING TRANSITION ACTIVITIES

# ASPIRE



Welcome to the Computing Department. We look forward to meeting you soon and hope to develop your love of all things tech as you continue through life. Click on the links below to take you different activities that you will hopefully love. There are more details about the activity on the linked page.

You don't have to do the activities in the order they appear – pick the ones you think you'll enjoy the most first. Likewise if there are any other activities you enjoy doing online then carry on doing those – purple mash, code clubs, etc. As long as you are enjoying yourselves and you stay safe and act as good global digital citizen i.e. Be nice, like, comment, share



## COMPUTING TRANSITION ACTIVITIES

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### Bitmoji

<https://www.bitmoji.com/> or use the Bitmoji app on your phone.

Make a bitmoji of yourself that you can share with your form tutor when you start at Shire Oak. Make sure it looks like you and is doing an activity that you are good at. Mr Eley's is on the right here. Then make a second one that you could have as your profile icon once you get your Google account in September.



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### Code Combat

<https://codecombat.com/>

You will need to create a new user (unless you did it with us in the Autumn term and can remember your login details). You may need your parents email address as you are under 13, but the site is perfectly safe for you to use.

### Goals

Avoid the spikes.  
Collect the gem.



Guide your hero by writing a program with code!

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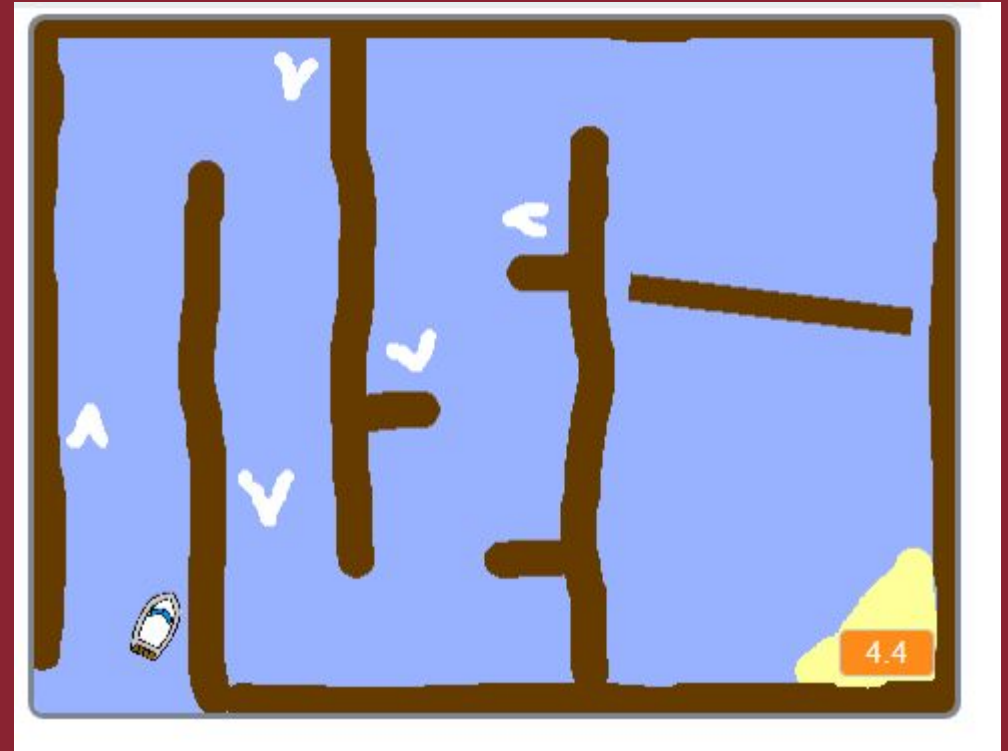
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### Scratch Hour of Code

<https://projects.raspberrypi.org/en/codeclub>

Lots of different activities to do using Scratch online.

[Instructions](#)



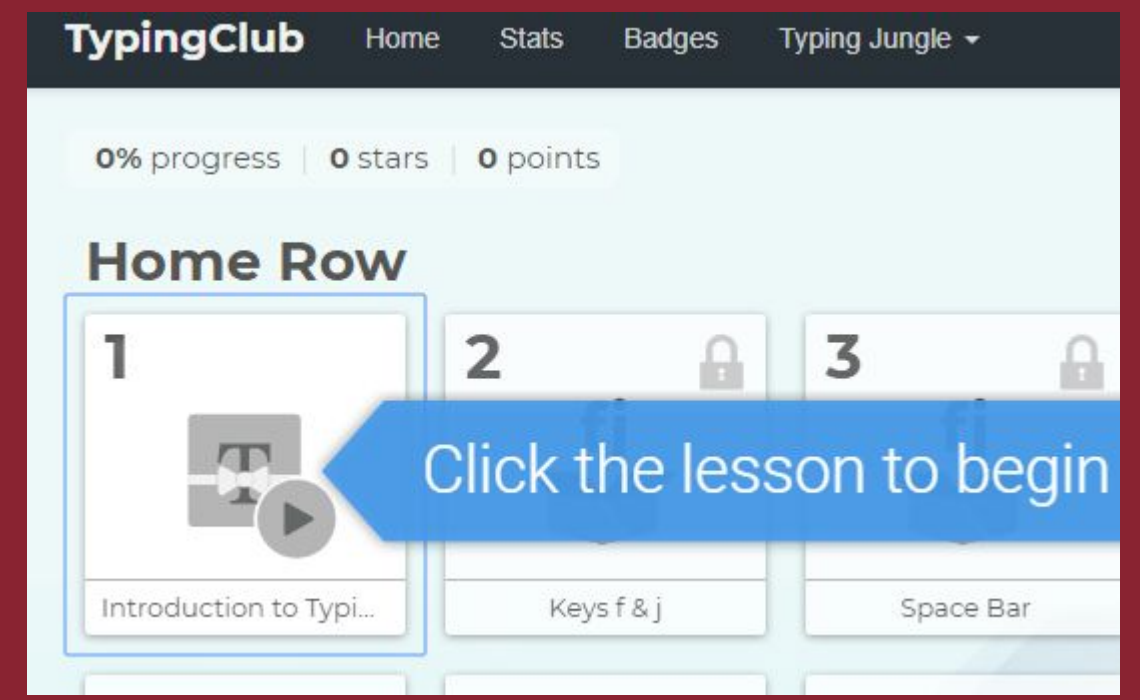
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### Typing Club

<https://www.typingclub.com/>

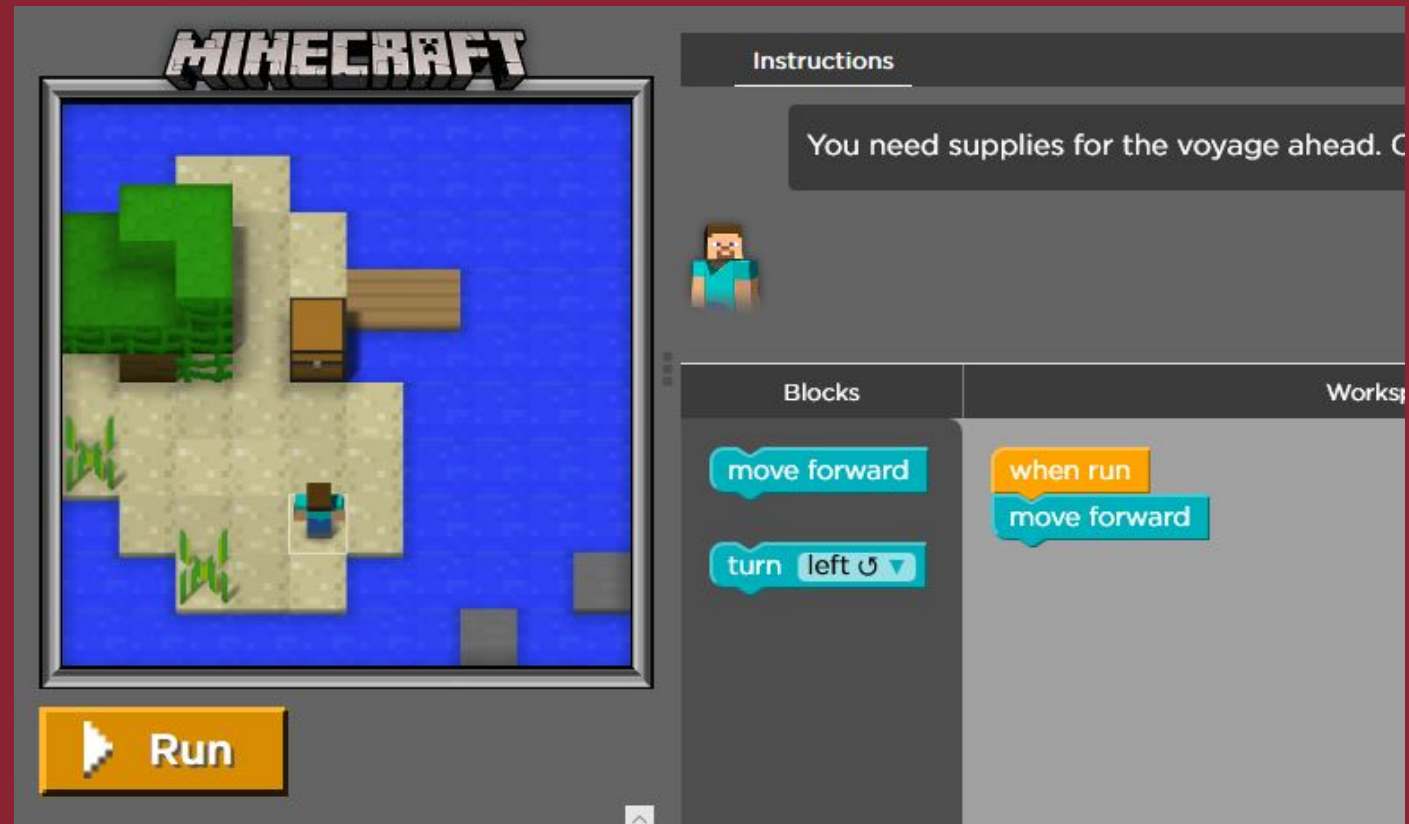
Teach yourself how to type like a Pro



### Minecraft - Hour of Code

<https://code.org/minecraft>

Love Minecraft? Lots of different activities for you to have a go at



The screenshot displays the Minecraft Hour of Code interface. At the top, the word "MINECRAFT" is written in a stylized font. Below it is a game window showing a character on a small island in the ocean. To the right of the game window is an "Instructions" panel with the text "You need supplies for the voyage ahead." and a character icon. Below the instructions is a "Blocks" panel with two blocks: "move forward" and "turn left". To the right of the blocks is a "Workspace" panel with a "when run" block containing a "move forward" block. At the bottom left of the interface is a yellow "Run" button with a play icon.