Christmas computing ideas

10 activities for the end of term to use in class with children to have fun whilst developing computing knowledge and skills. All activities are free to use, you will just need to sign in to access them.

ScratchJr Knock-Knock Joke

(open via Barefoot Computing website)

Develop simple program-ming skills and knowledge by animating in ScratchJr. As well as having fun with their choice of sprites and jokes, children will learn how to control the timing and order of the sprites to model their knock-knock joke.

Christmas around the World

Research Christmas in other countries and produce a class booklet to inform others. This unit on desktop publishing may be adapted for this theme, with children learning about how to create and present the information they find.

Code a Christmas Jingle

Adapt this unit on sequence in scratch with your class to create digital music with a seasonal theme. It could even be linked to any end-of-term performances that you are doing in school.

End of term festive quiz

Challenge children to apply their knowledge of Scratch to create their own quizzes and try out with their friends. This unit from our curriculum provides structured lessons on creating quizzes in scratch.

Winter Warmers

(opens via Barefoot Computing website)

Discover three seasonal activities for EYFS learners which develop computational thinking. They include making bird feeders, learning about patterns by discussing and making scarf designs for snowmen, and discovering igloos and how they are made.

Paint a festive character

Paint a snowman, elf or even Santa using a digital painting package, then compare the image to a drawn one.

The Gingerbread Man Bee Bot Card

(opens via STEM Learning website)

Support basic programming with younger learners with these flashcards, made for use with programmable floor robots.

Puzzles

(opens via STEM Learning website)

These unplugged activities offer creative, thought-provoking tasks for pupils which test their logic with a combination of eight different puzzles and riddles to try.

End of term party planning

Plan and calculate the cost of an end-of-term party. Task your pupils to create a spreadsheet using formulas to work out costs for their event.

Christmas Tree

(opens via STEM Learning)

Design and make a Christmas tree that has sparkles lighting up as the baubles. You may use other festive ideas that use the same code for your Crumble controller.