

# BRING SCIENCE WEEK ALIVE WITH COMPUTING

## COMPUTING WITHIN SCIENCE WEEK



All events are remote  
and free to attend for  
maintained schools -  
simply register with  
Teach Computing.

27th February - 3rd March 2023



## USING APPS TO SUPPORT SCIENCE LESSONS

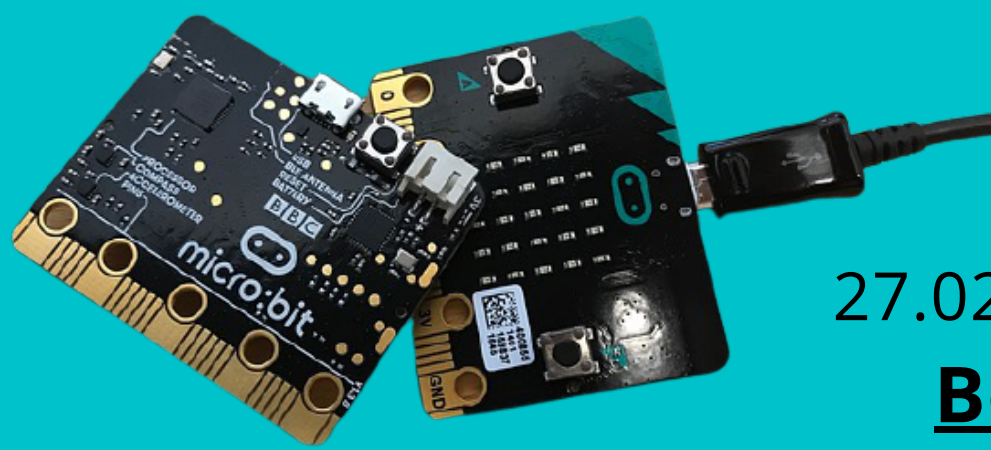
Explore engaging ways to incorporate  
technology into your science  
curriculum. Great for cross-curricular  
lessons - and all apps shared are free.

03.03 15:30 - 16:30

[Book here](#)

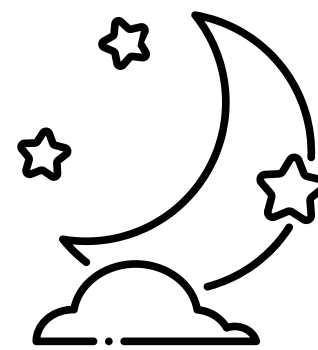
## USING MICRO:BITS TO ILLUSTRATE CONDUCTIVITY

Creative ways to use the micro:bit to teach  
conductivity in KS2, including how to make your  
own Operation game!



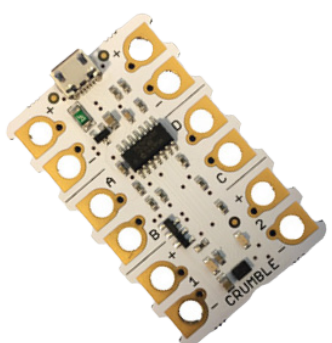
27.02 15:00 - 16:00

[Book here](#)



## CREATING NIGHT LIGHTS WITH THE CRUMBLE

Use the Crumble kit to secure  
children's understanding of  
circuits, switches, inputs and  
outputs linked with Physical  
Computing, Control Technology,  
Electricity and Electrical Systems.



02.03 14:00- 15:00

[Book here](#)

## USING TECHNOLOGY TO COLLECT DATA

Collect and analyse data  
with technology in  
science. Explore ideas for  
KS1 and KS2.

28.02 15:45 - 16:45

[Book here](#)



## STOP-MOTION ANIMATION OF PROCESSES AND CYCLES

Find out how life cycles and  
processes in primary science,  
across KS1 and KS2, can be  
brought to life using Stop Motion  
animation in the everyday  
classroom.

28.02 14:00 - 15:30

[Book here](#)

