

We chose the museum as it fitted with our theme, technology of the 20. Every element of day has developed and extended our childrens understanding and learning; through first hand experiences that are challenging to teach in the classroom. The children were encouraged to consider the world around them and the impact technology had in the decades before their birth. The bar of the gallery is something we could never achieve in school, being able to appreciate the sheer volume of the equipment and the huge journey technology has taken.

After discussion with Anjali were to the museum tailored a day to meet and exceed our specific objectives. The explicit directed learning through the workshop was apparent as was learning that went on throughout the day by the children being exposed to such a rich technological environment with huge staff expertise.

9/11/17

KS2 Education Activities – Feedback Form

School..... King's Junior School, Ely.

Please rate the following activities (1=poor, 5=excellent):

Museum Tour

1 2 3 4 5

Programming Workshop

1 2 3 4 5

Gaming Zone

1 2 3 4 5

Morse Code Activity

1 2 3 4 5

Did the activities meet your required learning objectives?

Met and exceeded; a really excellent day. We will be back.

How can we improve?

The physical aspect of the workshop was hugely enjoyable. Maybe slightly more hands-on for younger

If you have any further comments on the activities or any other aspect of the museum, please leave them here.

Children

BBC Micro-bit?

Thank you all.

Also input from staff on gaming would be helpful

do well, as your knowledge and passion is greater than ours.

Many thanks

The Centre for Computing History