

RIVERLEY NEWS

PROUD TRADITIONS WIDE HORIZONS HIGH ACHIEVEMENT

ISSUE 03

FEBRUARY 2024

NEWS & FEATURES

COMPUTATIONAL THINKING

PAGE 1

DESIGN FUTURE LONDON

PAGE 2

MINECRAFT

PAGE 3

LEYTON MEGA MAKERS

PAGE 4

OLYMPUS OTTERS

PAGE 5



Dear Riverley Families,

As another term begins, so does an exciting computing topic!

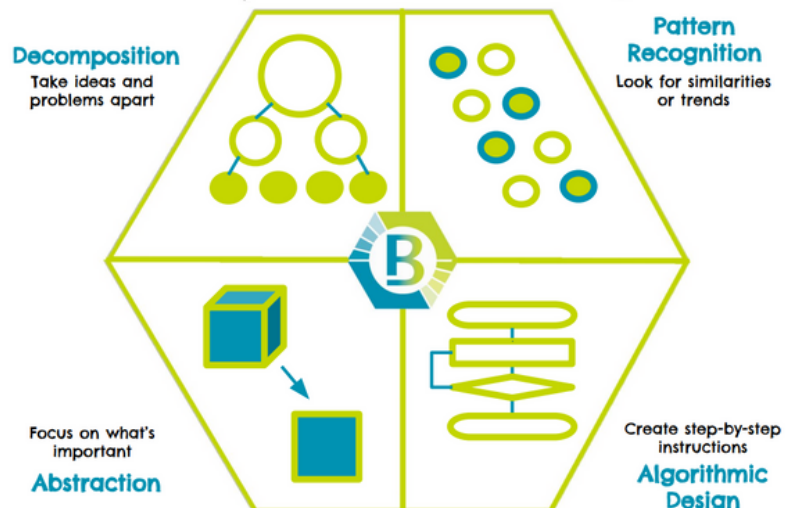
This Spring, all pupils at Riverley delve into the wonderful world of programming. During this topic, students are able to develop their computational thinking skills in depth.

Computational thinking allows us to take a complex problem, understand what the problem is and create possible solutions. We then present these solutions in a way that a computer, a human, or both, can understand.

Whether this is through programming, students in Reception utilise Marty the Robot in Reception when beginning to write instructions leading into understanding Python in Year 6 where all children are challenged to dive deeper into their computational thinking skills.

Nic Grant
Computing Lead

Computational Thinking



DESIGN FUTURE LONDON

Design Future London is an annual competition for 5-11 year olds whereby they design a solution based on an environmental opportunity in the local area using the resources provided including Minecraft Education.

Following the success of last years entry, two teams of Year 4 students were entered into the competition.

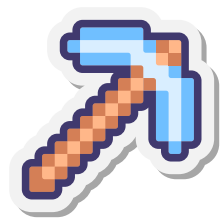
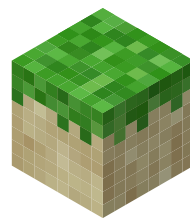
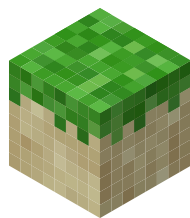
This year's brief was to create a design solution based around a central statement:

Think about the local area in which you live
– your neighbourhood and your town
centre.

How can we build a better London for everyone – making it a safer, fairer, greener and more prosperous city for all Londoners?

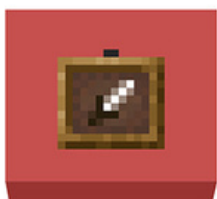
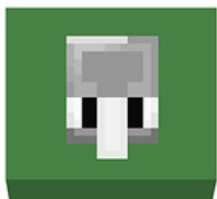
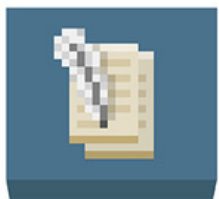


MINECRAFT EDUCATION



Imagine building the city of the future, taking a voyage to an ancient Viking village, writing code to fight a wildfire, or learning about the periodic table by conducting chemical experiments without a lab? These are just a few of the exciting ways pupils enrich learning through Minecraft: Education Edition.

Through the Design Future London competition, Riverley were supplied with multiple licenses so that we can take advantage of this amazing resource throughout our curriculum.



LEYTON MEGA MAKERS

Using Minecraft Education, our self titled Leyton Mega Makers began discussing a range of environmental and community topics, collaborating as a group to reinvent or design new initiatives and further developing their Computational Thinking when programming.

We noticed that lots of people use electric scooters around Leyton, often using the pavement to avoid the dangers of the cars on the road.

Therefore we created raised bike lane and dedicated e-scooter lane so they can both be used safely and responsibly. Pupils thought of charging stations, enabling individuals to lock and charge their scooters.

This will mean less cars on the road and safer roads!



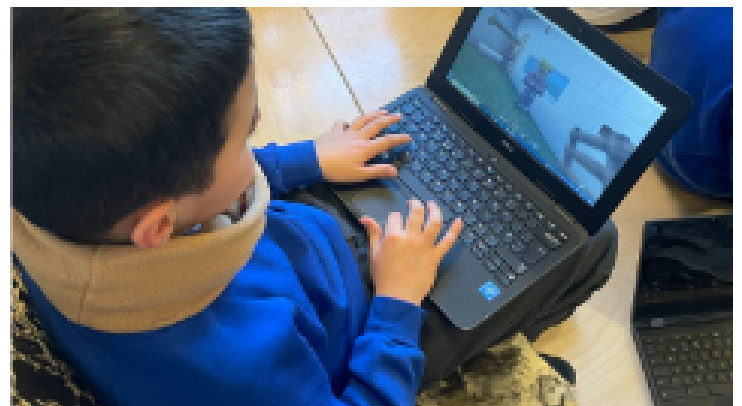
Students noted that Leyton has a large homeless population. They discussed how all people deserve a warm, clean and safe place to sleep and wash.

Therefore, we decided to build a community of tiny houses that provide homeless people with a safe, clean and comfortable space to live temporarily.

There is also a community cafe. People, who want to live in the homeless accommodation, can work shifts at the cafe in exchange for a night in the shelter.



While having fun at their swimming lessons, pupils observed the Aquatics Centre using a lot of energy to heat the pool and building. Therefore, pupils thought we could use the wasted energy to create a tropical botanical garden inside the pool. They also considered that the wasted water could be filtered and then used to water the plants, so there is no waste!



Finally, students made note of how thousands of people travelled into Hyde Park to visit Winter Wonderland. We debated whether Leyton could have its own amusement park attraction called "Springfair!"

Celebrating the growing of new plants and flowers in the spring, pupils included a water cannon game where you can water plants. Pupils designed a roller coaster which follows the roots underground, up the stem and round the flower and leaves.



OLYMPUS OTTERS



Continuing to utilise Minecraft Education, our self titled Olympus Otters took part in a similar project. Written by them, they carefully explain issues they observed within the local community and ways in which they would design solutions.

“We use Jubilee Park regularly. However, when it is dark at night we felt unsafe walking through it at and we miss playing there.

We came up with the idea to create a light show running along the main path. This means the park will be illuminated so we can all feel safer as we walk through, no matter the time of day.

In front of the pirate ship playground, we considered different ways of displaying light. We decided on designing a large stage where bands and performers can put on a show. This also means lots of people will travel to Leyton and enjoy our park making it more prosperous.”



“Another issue we identified was the large amount of litter that is on Leyton High Road. We thought that this is caused by the lack of litter and recycling bins available.

We also discussed how people could be struggling with high energy bills and how unfair this can be.

We learnt about an initiative in Germany, where people earn money for recycling plastic bottles. We all agreed this idea could make Leyton a fairer and greener place and began designing recycling hubs. The community could use these recycling bins to earn tokens which could be spent on their energy bills!”

