

VOICE

09 EDITION 2023

NEWSLETTER



Welcome to our next edition of VOICE. This is a very special edition as within its pages it details the journey and success of our Computing provision here at TAL. Over the last two years, Computing has grown to be an incredibly popular subject for our Purple Stars both in and outside of the school day. We have crafted a challenging and rich curriculum offer that teaches our young people how to successfully navigate through the digital landscape. Students are becoming more proficient in coding, more literate in using software and as importantly, more aware of how to keep themselves and others safe online. Our computing team is set to grow next year as we welcome subject experts and strong practitioners into the faculty. Our curriculum offer has further been enhanced by the partnerships that we have forged with industry-based professionals delivering workshops and speaking about career routes. In our brand-new computing suites, there really is a buzz and I am excited to see how we will develop even further over time. I am sure that you will enjoy finding out more, enjoy the read!

Kat Cafferky Principal



My background in Computing

Mr Marshall

I can't remember a time when computers and technology weren't a part of my life (actually I can – it was before our family got a NES when I was 4 or 5)! Yet my journey to being Curriculum Leader of computing is a little less than straightforward or traditional some may say. Through an enjoyment of videogames, two passions emerged as I was growing up; art and computers.

Access to technology in the 80s and 90s was limited. However, we had the odd session in a computer suite with Acorn computers when I was in Primary, as well as time with some Windows 2.1 computers at High School once per term. Getting a family desktop computer opened a whole new avenue for me when I was in my early teens though. From installing and running software, early exploration of the world wide web, to writing documents for school and playing with paint to create digital art; suddenly I realised there was even more to computers than the things that I had been doing in lessons. During GCSE options I had the opportunity to join the pilot program for a qualification called "Office Applications" and received an A* grade. I took the subject more for my enjoyment of computers, as I knew that I wanted to be a videogame character artist and spent a lot of my time in the art studio in Year 11.

My desire to pursue art took me to Leeds College of Art and Design (now known as Leeds Arts University), where I studied Fine Art, Photography and English Literature (yes, no computers!). Two years at college focussing on digital art made me realise that computing was as much of a passion to me now as drawing; leading me to a search for degree courses that were more of a hybrid of the two. My Bachelor's degree in Interactive Systems and Videogame Design at Bradford University was a brilliant course. I enjoyed my first lessons in programming, whilst also working on 3D models, photography and all other aspects of creating a videogame.



My background in Computing

Mr Marshall

During group projects at University, I would often find myself working in a mentor role. I would help with the code of others or show them how specific tools could be used to make things easier. Group projects and helping family as “the IT guy” would then push me further into a more education-based mindset. Discussions towards the end of my studies with my Maternal Aunt and Uncle, who both taught planted the seed that education could be beckoning for a career. Having been only the second person on my Paternal side of the family to earn a degree, I began my education qualification and became the first teacher as well (my sister followed me a year later)!

I love teaching computing. Through 15 years working in schools I have seen some phenomenal students join the technology sector and go on to do great things. Working at TAL and being able to share my passion for the subject with every student here is amazing and being able to build their journey through the curriculum up from the ground has been a wonderful and exciting opportunity. From programming with the BBC micro:bit computers, to teaching students how to count in binary – the sense of wonder that this subject can provide is unmatched in my opinion, and with technology ever evolving I always know that one year will never be the same as the next!

I want my passion for computing to be clear in every lesson taught here in the department at TAL. I want students to fall in love with the subject and realise that everyone can program, create digital artwork or understand what a computer is doing. I want this to then be reflected in fantastic GCSE results for our founding cohort and all those that follow.

(Oh, and in case you were wondering, I still play the odd game now and then as well...)

“

Whether we're fighting climate change or going to space, everything is moved forward by computers, and we don't have enough people who can code. Teaching young people to code early on can help build skills and confidence and energize the classroom with learning-by-doing opportunities. I learned how to fly a hot air balloon when I was 30,000 feet up and my life was in the balance: you can learn skills at any age but why wait when we can teach everyone to code now!

– **Richard Branson: Founder, Virgin Group**



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What is Computing?

Computing is THE fastest developing subject that you can study. The rate of development across computer technology in the past 40 years alone has been astounding. Think of some of the greatest inventions of the 20th and 21st centuries and they will undoubtedly involve computing or ICT in some form: smartphones and tablets, the internet, the world wide web, streaming of media, artificial intelligence, virtual reality. All of these are only possible because of computer science and amazingly, the pace with which technology progresses is only advancing.

As a STEM subject it is important that we ensure our curriculum is as in-depth and robust as it possibly can be, whilst also instilling that same wonder that we have as a department in our students. In order to do this, Computing as a subject at TAL is broken down into three separate strands: Computer Science, Information Technology and Digital Literacy.

Computer Science is the study of how a computer actually works. This includes things such as the motherboard and CPU, allowing us to discuss what happens with binary. We also look at programming in multiple ways such as the Makecode Editor for the BBC micro:bit and Python, which leads into an understanding of things such as sequence, selection and iteration.

Information Technology is the study of the actual technology that allows us to connect and communicate with one another. For this we look at things such as email, the internet and how web pages work. We also learn about the hardware and software of a computer and what these things do, as well as the ways in which we can store data.

In Digital Literacy we learn about the use of technology, rather than how it works. We spend a lot of time during Key Stage 3 computing lessons developing the skills and techniques that will aid in studies and careers beyond our time here at TAL. Whether this is learning to use the Office Suite of applications, or how to effectively send and receive emails, we take the time to learn about software in general, so that we will know how to use it in whatever form in the real world.

Whilst technology is ever-evolving, so to with it then is our methods of interaction. Social media continues to grow in popularity and is a key communication tool for our young people. Proper education regarding the safe use of our online spaces becomes the fourth, and in my view, most important aspect of our curriculum. Time is spent ensuring that we cover the importance of online relationships, of how to keep ourselves safe when using various technology, as well as how to tell whether we are using it that little bit too much.

Why is Computing at TAL so important? Name a job that doesn't involve computers or technology in some way in our modern world. Think about the jobs and technologies that may exist in the next 5, 10, 20 years: we are preparing students now for jobs and activities that don't even exist yet!

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We believe that coding should be a required language in all schools.

– **Tim Cook: CEO, Apple**

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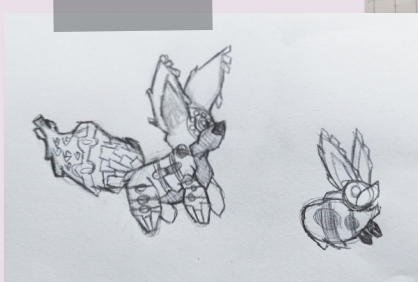


The importance of INVOLVE in Computing

Computing is a massive subject, as is already detailed in this newsletter. Through our Empower and Involve programs at TAL we try to allow our purple stars to find that “spark”: that one thing that really fires them up and inspires them to reach higher.

For me Involve has been vital in allowing us to step away from the very specific aspects of the curriculum that I want all students to study and push into new areas that would never be possible in a classroom.

Videogame Design in term 1 saw Rare Ltd hold a live session for students. They were able to talk in detail about the different roles that are available in the game design industry. These three incredible women ranged from programmers, testers, producers and community managers. The rest of the activities were then aimed at giving students a real insight into some of the more creative jobs available in the videogame design industry. From initial concepts through to a final design, students were able to develop a character from the Rare game Viva Pinata.



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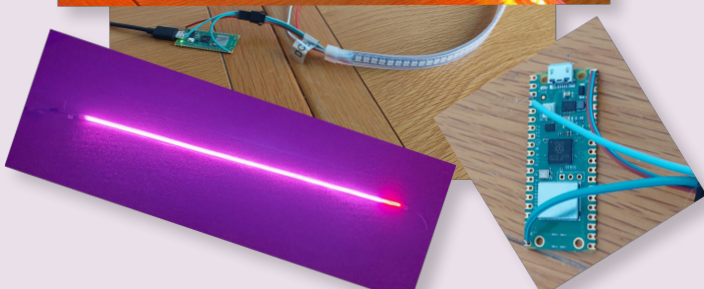
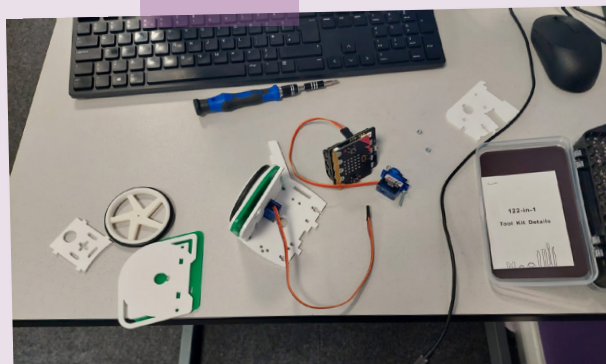
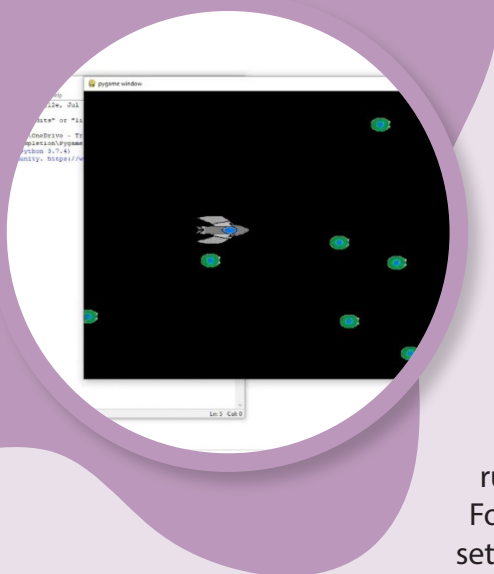
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Videogame Programming in term 2 was a further progression of term 1 and allowed students who were interested in programming to really test themselves. Moving away from the design aspects of a videogame, we instead looked more closely at the code that works in the background of them instead.

Using Pygame in Python we were able to create a videogame engine from scratch. Through this work, students learned about high-concept ideas such as object-oriented programming, arrays and the way in which a game loop works in a game engine.

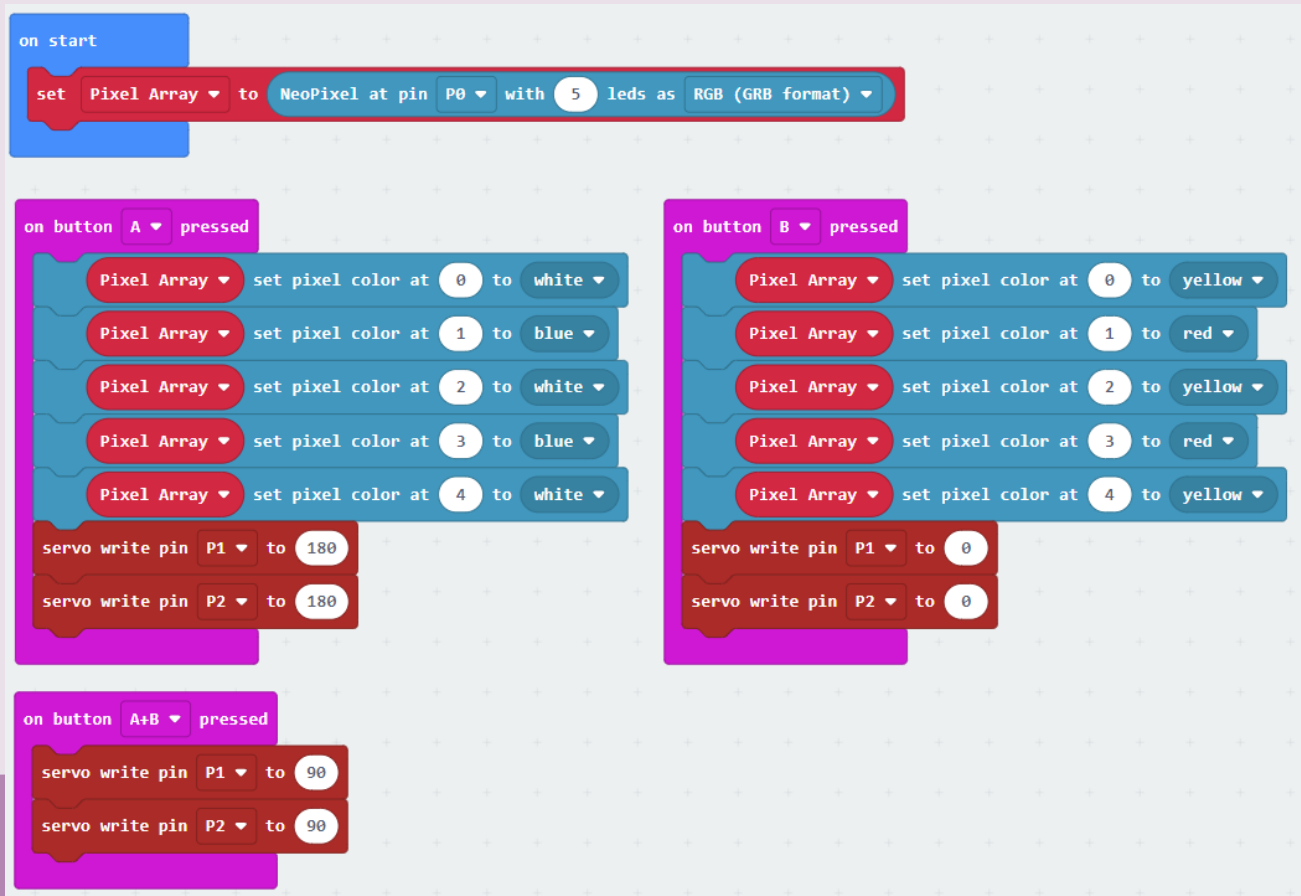
Term 3 is looking to be our most ambitious yet! Year 8 are working with the Raspberry Pi – a micro-computer that allows us to actually install and run various operating systems, as well as develop our very own programs. Following a small induction period where we have learned about how to set up the computers, we have spent a couple of weeks hacking Minecraft!

Year 7 on the other hand are working with a different micro-computer called the BBC micro:bit. With this we are using a kit from Kitronik to create little robots that can move around a maze that we will create together. From engineering and robotics, to programming sequences and problem solving; students will have to work in their pairs to make the best robot that they can!



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Programming the world around us



From Amazon Echo's, to voice activated cars, TVs and even fridges; so much of our world is automated now. It is important for students to gain the knowledge and understanding of how these have been programmed, but more importantly how they can be controlled. In a subject where we are literally developing skills for jobs that don't exist yet, we need to think about the way in which our lives have already changed over the past ten years with smart technology and the internet of things.

The power of Involve at TAL for me in Computing this year has been that I can really step away from the National Curriculum and think about some of these skills and developments that can be introduced to students.

This fundamental understanding of how computers can control objects in the real world allows us to then move onto larger projects that can incorporate microcontrollers, LEDs, speakers and more. This is something that I am excited to push further as we grow as a school!

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e-safety and Digital Wellbeing

With e-safety being such an important part of the curriculum in computing, I felt very early this year that perhaps I needed to share tips and advice as well whenever I could with parents and carers. The first digital wellbeing tip was sent out on Friday 7th October 2022 and as of writing this edition of VOICE there have been 22 tips sent out, as well as a larger format edition to mark Safer Internet Day back in February.

I wanted to take this opportunity to recap some of the main tips that I felt were important from the year so far. You will see below a selection of the tips that we have sent, with a key breakdown of our advice for students when using their mobile devices or accessing the internet.

1

Bedtimes and blue light – remember that blue light from screens can actually hinder our ability to fall asleep. It blocks the production of the sleep hormone melatonin. We have discussed in a couple of tips how we can reduce the risk of this with a timed blue-light filter, as well as having dedicated screen-off times and removing the device at bedtime completely.

2

Monitoring content – more than once we have talked about the importance of content and being mindful of what our children are accessing when online. It is quite shocking that 99% of children have gone online in some form, 72% of whom have used a smartphone to do so. As such it is important to remember to have conversations with our children regarding content and to be mindful of what they are consuming online.

3

Social media – There have been a lot of tips about social media and how it can be both beneficial and harmful. Our advice would be to stay offline for as long as possible, ensuring that the strictest security settings are in place when eventually allowing our children to access the content. We would also of course only endorse the use of social media at the appropriate ages and ask that ideally parents use their social media to interact with school.

4

Be mindful of what children are sharing – whilst it is the case that children can see content that is harmful, so too can they share information, images and content that could be damaging. We always talk in lessons about what we do and don't share, but it is also important that you have those conversations as well.

5

It isn't all bad – this is the key takeaway from any discussion surrounding social media and the online world. All technology can be just as beneficial as it can be harmful, so finding the right balance is important.

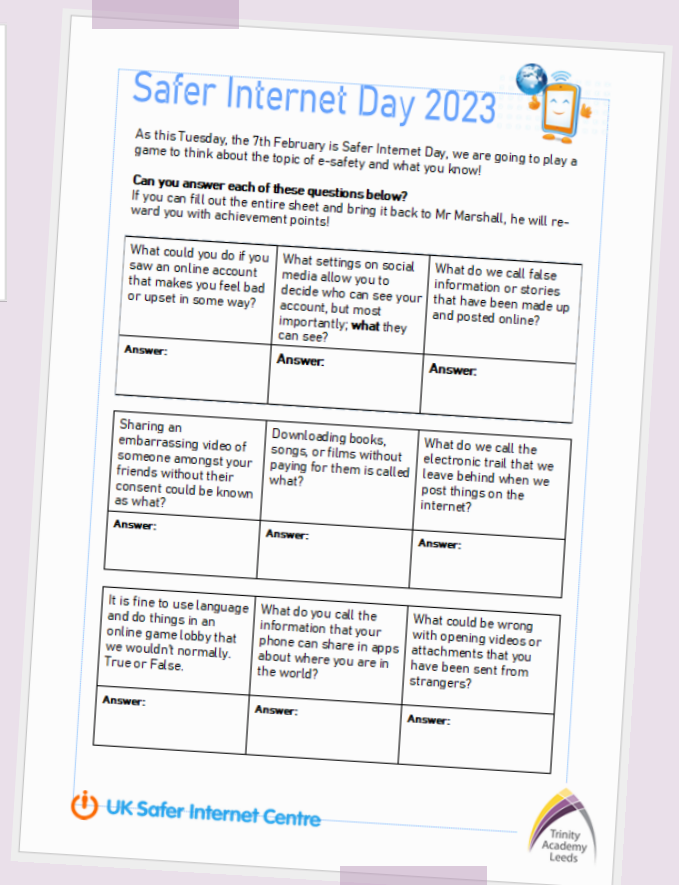
Safer Internet Day 2023

Every February sees Safer Internet Day across the UK.

Run by the UK Safer Internet Centre, there is always a theme that runs through the activities for the week, culminating in the actual day itself. This is an organisation that works closely with a range of different institutions to try and improve the way in which the internet works. They provide training and other resources to educate on the dangers of the online world.

This year, the focus of Safer Internet Day was on students using their voice: fitting for TAL! The aim was to look at how the internet could be improved; not only by student actions, but those of the government, parents and teachers.

At Trinity Academy Leeds we had activities for Magic Breakfast and breaktime, we had discussion topics for lunchtime, and even a bespoke collection of books for the library.



During lessons we thought about the internet and how it could become a better place; culminating in the creation of the first ever Trinity Academy Leeds Safer Internet Charter

Remember that any further help you need can be found at the National Online Safety platform, where you can create a free account to access their guides. You can access their services by creating a free account at www.nationalonlinesafety.com. We would highly recommend parents and carers doing this so that you can keep up to date with the latest trends and concerns. For more information or support with accessing the available resources, please check our family bulletin from Safer Internet Day on the 10th February, or contact school for more information.



TRINITY ACADEMY LEEDS

SAFER INTERNET CHARTER



As ambassadors for our local community and for the wider digital global community, the students at TAL are united in their values when accessing the internet safely.

- We show **empathy**, kindness and understanding towards others who reach out for support online.
- We work tirelessly to ensure that all members of the online community can express their voice regardless of their barriers, background, culture, heritage, identity and beliefs.
- We act with integrity, courage and **honesty** to challenge and report harmful content, that can upset a member of the community.
- We appreciate the inner worth and value of each person by listening to their views and respecting their opinions.
- We all agree to play our part in creating a culture where all members of our digital community are treated with dignity and **respect**.
- We celebrate the positive contribution that diversity brings to our digital community and use it as an opportunity to enrich our own lives.
- We take **responsibility** for our words and actions that are posted online, recognising how they impact on our digital community.



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Teacher Voices

By Rob Withers

Teacher - **Computing**



In a world driven by technology the role of a computer science educator has become increasingly vital. I am really excited to be joining the Computing team at TAL as I will have the privilege of inspiring and guiding purple stars to the vast world of technology. I am looking forward to empowering students with computer science knowledge, problem solving skills, e-Safety and digital literacy to equip students with the tools to thrive in the digital age.

The field of computing is constantly evolving and the recent rise of Artificial Intelligence, Virtual and Augmented Reality is something I'm really interested in and keen to explore. The explosion of things like ChatGPT and other AI software has made computing a hot topic in homes, schools and governments around the world.

Combining my two subjects I appreciate the impact technology has had on sport. From photo finishes in athletics, ball tracking in cricket and Video Assistance Referees in rugby, the power of technology is immeasurable on sport. Some of the greatest moments in sports history have been as a result of technology. I am able to use technology to improve my own sporting performance as well: whilst playing golf for example, I am able to track every shot I hit, locate the next flag position via GPS and record footage of myself to analyse afterwards.

I love gaming. My earliest memories were on the PlayStation and GameBoy with my two brothers growing up. To this day, I am a huge fan of video games and regularly play them with friends and TAL colleagues! I enjoy the community of gaming, especially during the COVID pandemic; the ability to connect with friends across the country to create memories we won't forget was truly powerful.

In order to develop my skills I have undergone professional development for Computer Science training and Python Programming through the National Centre for Computing Education and I'm really excited to bring the skills I have learned this year to the classroom at TAL. I am fortunate to be working in a department where the passion for the subject shines brightly in every lesson and INVOLVE activity. I cannot wait to get started!

“

Learning to code gives you a completely new perspective when you look at a computer. Before, you think of it as an appliance -- like a fridge -- accepting what it can do. After, you know that you can code that computer to do anything you can imagine it doing. That's a massive change ... and a massive challenge!

– **Sir Tim Bernes Lee: Inventor, World Wide Web**

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Ramita Chauhan

Trainee Teacher - **Computing**



The best teacher I ever had was my science teacher. I owe my love of Maths, English, Science, and Computing to her. She was able to see past the formulae and data and her presentation style made the dry subjects pleasantly sweet. For instance, we looked through textbooks, linked with practice through daily activities, and then designed a game to explain to the class. I felt like a creator and was inspired by her educational techniques. From that day onwards, I have been inspired to become a teacher. I strive to bring the same innovative techniques to learning that I saw in my education into my own classroom teaching. Computing is a topic of developing critical thinking and skills. and I love to instil this skill among young people.

The primary challenge with teaching is to gain pupil confidence, make them believe in their abilities and to succeed. I vividly remember one instance out of many occasions during my personal experience as a lecturer in Government Polytechnic (Nagpur, India): I was once teaching a topic on data structures, and I could observe many confused faces in my class. I decided to explain the same topic again, using the analogy of a tree trunk, branches, and leaves. I directly related them to computing terms like root file, parent node, child node, etc. The most rewarding thing for me after the lesson was when my pupils said, "We got it, thank you!!". This is why I am working with Trinity Academy Leeds for my teacher training in computing. I will not only polish my teaching skills, but also enhance my learning abilities. I wish to positively contribute towards pupil skills, learning, and lives by professionally practicing and teaching computing.



Essa wanted to challenge us to build our own computer – coming soon!



Sophie Astbury

Trainee Teacher - **Computing**



My earliest memory of computers is watching my father play video games. Even today, I find joy in playing some of the games he introduced me to, which were released back in 1999. From a young age I have been fascinated with how computer games work. My natural curiosity and my love for problem solving are some of the driving forces behind my passion for computing.

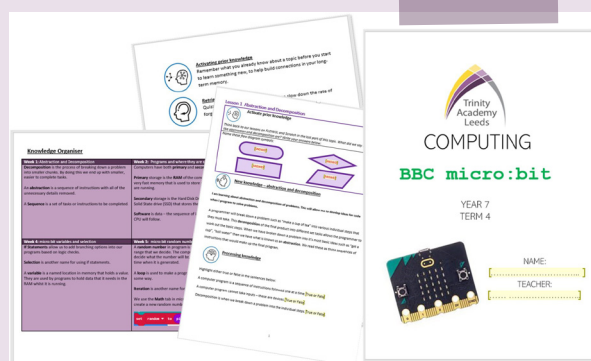
During my time in secondary school, I was fortunate to be the first year to take GCSE computing and I also undertook A-Level computing. I participated in the 2015 Grok International Computing Competition, in which I achieved first place and was also a founding member of both the school's computer science and puzzle clubs. These experiences allowed me to explore my interests beyond the curriculum. I look forward to getting involved in Trinity Academy Leeds' computing clubs.

My passion for computing led me to pursue a degree in computer science at the University of Leeds. Here, I deepened my understanding of the topics I had previously studied at GCSE and A-Level. Engaging in personal and group projects, I gained hands-on experience putting my knowledge into practice. For my final year project, I decided to explore various algorithms for generating digital terrain data, with potential applications in games, movies, and simulations. Throughout my university journey, I worked diligently, ultimately graduating with a first-class BSc (Hons) degree in computer science. In addition to my studies, I undertook a placement year as a technical specialist. This invaluable experience provided me with insights into the computing industry. I am eager to share this knowledge with students who are thinking of pursuing a career in computing, especially as STEM is the fastest growing job sector. I hope to inspire more young people, particularly women, to consider pursuing a career in STEM. After graduating I have continued my desire for learning by creating my own computer games. I hope to use the knowledge I have gained from my final year project to incorporate terrain data generation into one of my games.

Since university I have come to the realisation that I would greatly enjoy teaching. I am eager to make computing accessible to all students and empower them to learn, as my own teachers did for me. The significance of digital literacy and e-safety in everyday life cannot be overstated, and I am passionate to contribute to students' understanding in these areas. I often help my family members with technical problems and during my placement year I also had the role of a systems administrator, helping colleagues with technical problems while maintaining the company's network. More recently, I have been volunteering as a member of the IT team at a local school, where I have had the opportunity to shadow computing lessons. This experience has only solidified my passion for teaching, and I am excited to start my training at Trinity Academy Leeds.



Ci/Maya was inspired by the CPU and Graphics Card lesson.



Special Interview!



Jo Clifford

Senior Community Support Manager at Rare Ltd

Jo Clifford is the Senior Community Support Manager at Rare Ltd. I was lucky enough to get her and a group of staff to talk to our videogame design Involve club back in December. I asked Jo to answer some questions for this edition of VOICE to explain what it is like to work in the industry, how she got there and what the company looks for in new staff.

1. How long have you worked for Rare/ in videogame development?

I've been at Rare since the end of 2020, so around two and half years now. Before that I was at a start-up company for retro game streaming for two years, and before that I worked in content creation, writing and production, working with publishers and gaming events. I did many years in retail before moving to that role, selling games and doing a lot of social work for game stores, so I've had a very wandering path to get to where I am now, trying many things along the way.

2. What is it like working for such a popular studio?

It's honestly the best job I've ever had. I work primarily on Sea of Thieves at the moment, so supporting a live game as service, which has constant updates and new content all the time is very hectic but also incredibly rewarding. We're very lucky to have a team who respect each other and work together to give the best we can to our players. We also have a beautiful studio in the English countryside which is wonderful for walking meetings or to talk a break and gather your thoughts. Oh, and the food is amazing!

3. Are there any perks to the job?

Apart from being a pirate every day? We're very fortunate to have some good perks in the job. Those of us employed by Microsoft get Game Pass so we can try all the Microsoft games. We also get some really dull-sounding adult things like healthcare, but I promise you, when you're old like me, you appreciate that sort of stuff. Rare itself is also amazing at on-site events, picnics, firework nights, as well as community and charity events like 24 hour football matches. There's never a dull moment.

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4. What kind of things do you do in your day-to-day role at Rare?

My role is very much leaning into live operations – which is the constant movement of the game. In my day-to-day I tend to gather up a lot of feedback from across our community and filter out what players are talking about, any problems they're having, plus feedback on content we may have launched. I assist with releases when we add new updates to the game, as well as running several community programmes including our streamer and global communities. Every day is different.

5. Do you get to play the games that are being made?

Yes. When a game is in development, internal playtests are fairly common to get an idea of what the game feels like to those who aren't working on it. These aren't all the time, but at key points in development when large changes have been made. It helps the team assess how a wider audience might react to their game.

6. What type of qualifications would you look for in an apprentice a Community Manager?

For an apprentice role we wouldn't ask for too much, as community management is something you learn as you gain more experience so we would never ask for '5 years experience' etc. I think for an entry level role such as an apprentice, proof of managing communities – be it forums, a discord server or a social account for a brand, would stand anyone in good stead. Community management utilises a lot of transferable skills such as good writing skills, project management, and reporting. It's a great entry-level position but has the potential to easily become a career and every Community Management role allows for growth, development and, most importantly, the ability to make it your own and work to your strengths.

7. Would you say that someone's character, skills and work ethic is just as important as their qualifications?

Definitely. I think it's hugely important that you have a similar set of values and ethics when you work together as a team, whether this is in your smaller team or across a studio. There's a strong sense of respect and acceptance at Rare and we are fortunate to have a work environment built on these ethics. Skills will always be beneficial when applying for any role, but don't write off a role because you don't tick a box in a specific way – it's all about transferable skills, as I mentioned above. Work ethic is also incredibly important – the ability to stand alone and do what is asked for you but also to not be afraid to ask for help when you need clarification go a long way in a team.

8. If you could give a student thinking about the industry any advice, what would it be?

Don't be afraid if you don't know what you want to be yet. There is no pressure to choose a career at 16, 20 or even 30 years old. We live in a world now where people can develop and change their paths multiple times in their lifetime. Find what you are passionate about and follow it but don't be afraid if that passion changes over time. The gaming industry offers so many disciplines nowadays, from audio to coding, community management to testing, art and design to writing, that there really is something for everyone. Don't worry if you don't know what you 'thing' is yet.

Student Voices

Kai

TEAM 8M

"I like the online booklets because we don't have to use our own handwriting. My favourite piece of work is where we created an apple using an app called adobe illustrator."



Sarah

TEAM 7T

"One thing I like is how we try different programs. In programming you can make your own cartoons, games and other web contents. Computing at TAL has helped me to understand the dangers and the goods of social media and web contents. The words in computing are very difficult however once you get into it and learn it, it will be easier to understand."



Muhammad

TEAM 7T

"I like the information that we get about computer science and how much we learn. My favourite piece of work from this year is the micro:bit since I got to code one and see how it works. Computing has helped my plans for the future since it taught me a lot of new thing about this subject. I like this opportunity a lot since some schools may not get the same opportunity as we do in this school. It is also very nice to learn about new things you may not have known before."

Read more ...

Theo-James

TEAM 8I



“In Videogame programming, we used a program called “Python”. We were taught how to make games and by the end of that Involve we had made a game consisting on a green rectangle which had to dodge little red rectangles. It was a really good learning experience. I liked how creative we could be in both sessions and how it was very active. In the Videogame Programming Involve club, I had heard about the coding language of “Python” and was never encouraged to actually try learn it. After the Involve session nearly everyday I have gone home and advanced on learning Python.”

“

I would like to say thank you to Mr Marshall for helping to create powerful lessons that encourage others to pursue the arts of computing science like myself!

”

Arseama

TEAM 7M



“I like computing lessons because it’s interesting. I like the coding part. The job I want needs computing but it is also useful for daily life. It is really fun to learn computing and to code on different websites.”

Riley-Lee

TEAM 7A



“I like that in computing lessons the booklets and lessons explain step by step and help out. I liked learning about VR and AR because they are the two things that I love most to learn about at home. In Involve I liked the coding because it was a task to work through and I think the club was really good. The new areas of coding we covered are much harder than scratch or micro:bit.”

Luca

TEAM 7B



"I enjoy the calmness of computing lessons at TAL and also the topics that we study. The specific piece of work that is my favourite is the VR and AR work. Computing has helped my dreams of becoming a football commentator as I need a degree for journalism and being able to use computers will help me in that job. I enjoy the lessons very much as they are ultimately going to help me out in the future."

Kailyn-Faith

TEAM 7T



"I like how each lesson is carefully planned out in order to help us succeed in computing. Everything we do is explained in high detail and never fails to challenge us. In primary school, I never really learned anything from computing because they never explained how to do anything and would just let us do what we wanted. However, computing at Trinity Academy Leeds is much more difficult and complex. We learn a lot every lesson and no matter how tricky it may seem, Mr Marshall always tries his best to explain everything in high detail no matter what. I think computing is a really valuable subject no matter if you want to pursue a career in it or not. It is so helpful to be able to learn about such complex things."

“

My favourite work of this year was on the BBC micro:bit because it challenged us but also allowed us to learn how to program properly. It also helped us to learn about different parts of the computer and how they allow us to program things.

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Katy-Jane

TEAM 8E

"The computing lessons at TAL are informative. The piece of work I have enjoyed the most this year was when we created a poster on how computers work. This was because I was able to control what I put and how I displayed it. Computing has not changed my plans after I leave school but I have learnt a bunch of key knowledge which I know not a lot of people don't know. Computing at TAL was made easier for me when the online booklets were introduced. Mr Marshall, head of computer science, is a great teacher and helps our school improve. He gives us a lot of computing opportunities such as Involve clubs. We get pushed in lessons to make sure we do our best and if we don't he will continue to push us."

[Read more ...](#)

Sharifa

TEAM 7E



"I learnt how to make micro:bit robots. I learnt how to program the LED lights and how to program the wheels of it. I liked making the code for the micro:bit the most in my Involve club as I have never built a robot before."

Mohammad

TEAM 7B



"Computing lessons are interesting and fun. You have a chance to test what you have learned. I liked the magic eight ball task for the BBC micro:bit because it put our skills to the test. The end product showed what we have learned. Computing has inspired me to learn new skills and it will make me successful when I leave secondary school. It is a fun and interactive lesson where we learn new skills. The amazing computing rooms allow us to follow our passion. We learn interesting vocabulary that helps us to reach higher. These lessons help us keep safe online and they get the key message across every time."

“

Computing is an important subject to learn as the world becomes more reliant on technology such as the internet.

”



Vanessa

TEAM 8E

"Computing lessons at TAL are informative and most importantly, teach all students the basics of Computer Science. The module that we did on Python was my favourite as it was fun to input all the codes. Learning the basics of Python is interesting as you can clearly vision all the thousands of different codes Python contains. Computing lessons are a bit more advanced (which is expected) compared to Y7. Although I feel like this is because Mr Marshall is a subject specialist for computing and he gives all his knowledge to us. Having Mr Marshall teach computing makes us lucky as he is very enthusiastic about the subject. This really comes to light in our lessons as he is always giving us tons of information and talking about the subject."

[Read more ...](#)

Ci'maya

TEAM 7B



"In computing lessons, I like how humour is tied into learning because it makes the learning interesting. My favourite piece of work from this year is when I made a game of rock, paper, scissors on the BBC micro:bit. I had missed the introduction lesson but I was assisted and was able to code it correctly despite not knowing as much. Computing has slightly changed my views/plans for the future because I am getting a drawing tablet, and now know some of the capabilities of the device, which will help my animation career. My favourite thing that we have learnt about in computing is AR and VR. This is because I have always found the technology intriguing as well as entertaining to use. It will also help me while I use VR headsets because I will feel less overwhelmed by it."

Natnael

TEAM 7E

I would like to say that I really enjoyed Computing at TAL and I look forward to the next Involve club!

"I learned about how the micro:bit is structured and it's components in computing. The thing I liked about the involve activity is where we could put together the robot parts and it taught me how to program robots on the makecode editor."

Billy

TEAM 7B



"In my Involve activity, I am learning how to code a Micro:bit and make it so when we attach the wheels and the servos, they move. Mr. Marshall taught us how to code a basic game in Python in our videogame programming Involve sessions as well. Computing overall is a very fun lesson and I enjoy it whenever we have a lesson where I get to learn how to code things, what I also like about it is how we are taught what dangers there are in the digital world and how we can keep safe."

“

What I like the most is that we get to create our very own rover and make it function.

”

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Jak

TEAM 8B



"I like that computing lessons are challenging and make us think about things. I liked the BBC micro:bit and how we had to use the blocks to program the BBC micro:bit but I also like learning about the different types of images and what they can be used for.

In my Involve activity we learnt how to use Python to make things in the Pi version of Minecraft. I liked that we got to use the different computer and learnt how to use the different software. I enjoy this activity because I never knew anything about the Pi computers."

Shantae

TEAM 7B



"I like that the topics can vary so we get a feel for what each topic is about. My favourite topic from this year was the micro:bit coding because the website we were using was very fun as there was many different elements we could use. Computing has helped my plans for what I want to do as I want to also study computing for my time at college/ University."



Hubert

TEAM 8B

"I enjoy learning about new things since I am an active user of computers. It helps me know more about the internet, computers etc. When we were learning about Python, I was proud of a shape choosing program I created where you could input a shape and it would create it using turtle. In Videogame Programming Involve, I learnt about Python and the pygame module and in Raspberry Pi Programming, I am learning on how to code LEDs and how to mod minecraft. I enjoyed modding Minecraft as I enjoy playing Minecraft in my free time, so learning how to modify it, especially in school is a cool experience to me. It taught me about the Raspberry Pi and how it works. I overall enjoy helping my peers with computing and I enjoy bringing my skills back home and developing them."

“

I am certain Computing will stay as my passion, learning more about it is helping me develop knowledge in things like coding, graphics and other aspects of Computing.

”

[Read more ...](#)

TEAM 7B



"I believe the way that Mr. Marshall teaches is unique because he has put Computing into a different perspective for me. I really liked working on the micro:bit, the programming technique was brand new information that I loved learning about. I found the actual programming really exciting!"

Daniel

TEAM 8A



"Computing lessons at TAL are fun and educational at the same time. An example would be learning how to code in Python. My favourite piece of work this year would probably be pygame where we created a game in Python from scratch! Computing really influenced me in a good way. Computing taught me how to use Python which I believe would be a good skill in the future if I decided to work in the programming industry. During my Involve activity in pygame programming we learnt how to create a game using the module pygame. In my opinion I really liked how Mr Marshall taught us how the code works and what it means."



Reda

TEAM 8T

"I like the online booklets we have in Computing. I also like the programming tasks and software we do and use. My favourite piece of work from this year is when we created shapes using iteration on Python. Computing has made me think about being a legal hacker, who tests whether websites or apps are safe. I want to do lessons on design games and characters in our computing lessons."

Rhys

TEAM 8S

"In Computing I enjoy that we get to learn about how a computer works. I also like the graphics design because it helps me to get better at designing logos and other images."



Jeremiel

TEAM 8B



"I like that we have e-booklets to help us process new knowledge. My favourite piece of work was with Python Turtle because it has helped me understand how computers draw, how angles work and how using loops helps programmers to code less. My second is the tutorial in my Involve club "Videogame programming". Understanding the different pieces of code and following the tutorial has really given me confidence that I can learn how to program with Python. I thought Programming was expensive and the only software that is good enough was "Scratch". But Computing has made me discover more career opportunities. I learnt how different modules in Python work and I liked the support I received."

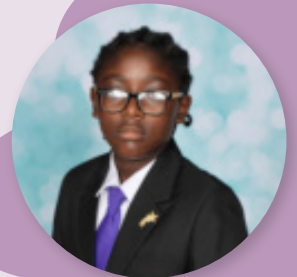
“

Lessons are interactive and our teacher is incredibly supportive when there is a problem on the computer.

”

Javaine

TEAM 8S



"Computing lessons are fun to do because I enjoy everything about computers. I enjoy what we are doing now which is making logos with Adobe Illustrator. I like it because I get to make my own logo. I now think about working in ICT or something."

“

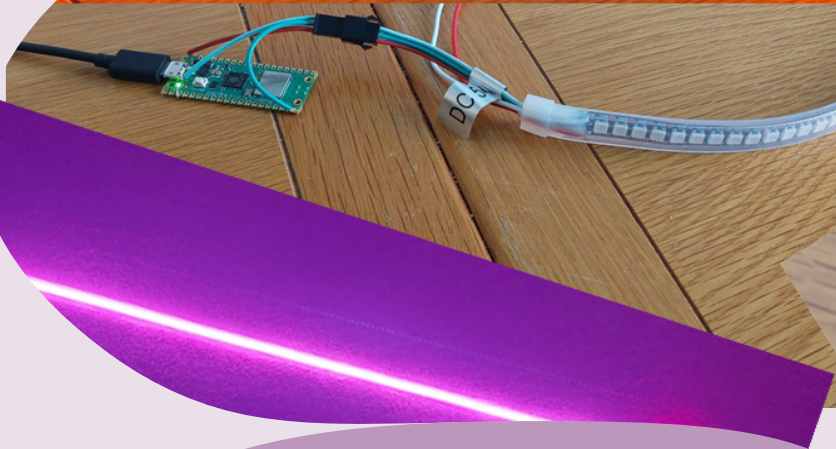
Computer science empowers students to create the world of tomorrow.

– **Satya Nadella: CEO, Microsoft**

”

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Thank you for reading our TAL Newsletter!

It means a lot for us to share our founding members' voices and all the incredible things they are achieving at TAL.

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