TIME TO CODE

New Volunteer Process

**The programme is delivered in partnership with Code Club**

**Ongoing support will be available for volunteers throughout their time on the programme.**

**New 12-week Time to Code programme**

**Depending on preferences of the school and volunteer/s, sessions may remain online or move into the school setting when deemed safe to do so by all parties.**

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| **wEEK 1** | [Allstate Cybersafety Programme](https://www.allstate.com/cybersafetyforkids.aspx), this comprehensive session helps teach children (or anyone in the family) how to stay safe online. The goal is to give every child the knowledge and tools they need to navigate their online world safely. **Pupils will also complete the Initial Survey capturing their thoughts on coding before sessions begin.** |
| **WEEK 2** | Meet your volunteer/s, introductions between the class and volunteer/s - where they work, why they got involved in volunteering, what IT/Coding was like when they were at school. |
| **WEEKS 3-4** | **Time to Code Phase One**Pupils will learn about basic IT equipment, packages, and skills and how these can help the pupils with other subjects across the school curriculum. |
| **WEEKS 5-10** | **Time to Code Phase Two**Pupils will enjoy working through a number of fun Code Club projects with the support of the volunteer/s and class teachers to develop their coding skills, along with problem solving, team working and collaborative thinking. If volunteers have experience of using Raspberry Pi’s, Drones, Beebots or other equipment, these could be demonstrated during these sessions.  |
| **WEEK 11** | **Workplace Engagement** This could involve a visit to the volunteers physical workplace or virtually we could engage in a number of activities to help pupils understand their volunteers job or workplace e.g. through storyboards outlining staff careers, a short video of different staff members explaining their role/career path or a virtual tour. |
| **WEEK 12** | **What did you think of Time to Code?** Reflective session to gain feedback from the pupils, teachers, parents, and volunteers to help keep the programme relevant and ensure all sessions are working as expected. Pupils will fill out the End of Sessions survey to capture their thoughts on their Time to Code sessions. What’s next?In addition, we can signpost to any upcoming events or ongoing activities e.g. Coolest Projects, MoonHack etcPossibility of a class or individual incentive (e.g. a Raspberry Pi) for attendance, project idea, helping others etc |