

World Cup computing ideas

Our [Programming Animations unit](#) introduces learners to on-screen programming through ScratchJr.

Once you've taught this to your Year 1 pupils, you could adapt this resource to show them how to create a World Cup-themed animation.



Can the Lionesses claim victory again? Capture the FIFA Women's World Cup fever in your classroom whilst developing your pupils' computing skills and knowledge. We've collated computing resources which you can adapt and use in the last few weeks of term to inspire football or sports-themed activities!

It's not just about sport – these resources can also encourage young learners to think about different countries and activities which bring people together at this time of year.

Link football to computing and maths in [this activity](#) aimed at Year 2 pupils. Your class will learn about data which could be collected on players, teams, or matches and will organise and represent it using pictograms.



Inspire learners aged 5 to 7 years with [Barefoot Computing's World map logic activity](#).

With links to computing and geography, pupils will get an introduction to logic and learn about the World's continents and oceans. They could find out where the teams playing are from and learn about the different countries.



Task your class to write a newspaper report on a match and add an image to help illustrate their story. It could even be linked to a school sports team if you'd prefer.

This [Year 3 resource](#) may be adapted for this context and helps pupils learn about fonts, text size, layouts and other style elements in desktop publishing.



When developing skills in audio editing, challenge your Year 4 pupils to create a podcast linked to the World Cup using our [Creating media unit](#).

One idea could be to research how to get into football and develop a series of recordings from across your class. It could include girl's football, mixed teams, or other ideas around including everyone in the sport.

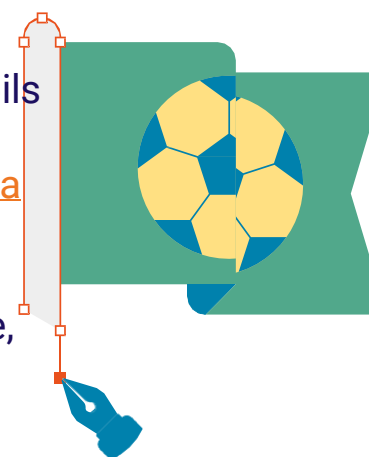


Encourage pupils aged 7 to 11 to make their own sports game with [this resource from Barefoot Computing](#).

Pupils will use Scratch to design, write and debug programmes as they create a game for younger pupils.



If you're learning about vector drawing, support pupils to apply the skills they have gained in our [Creating media unit](#) to make a vector drawing relating to their favourite team, for example, a national flag or a football shirt.



If you're learning about data handling, our [Introduction to spreadsheets unit](#) aimed at Year 6 is the place to start.

Adapt the unit to collecting data from the World Cup and organize it into columns and rows, encouraging pupils to use their skills to create a data set of team results or top scorers.

