



Henry

Hampstead



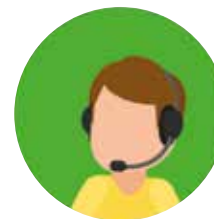
James

Reading



Harriet

Chester



Marcos

Paris



Spotlight on: Virtual

**TRANSFORM  
THE WAY  
YOUR CHILD  
LEARNS**

## IN THIS ISSUE

+ Dazzle Award winners + Talking tech: Nintendo Switch™ + Student focus: James & Rebecca Wells + and much, much more...

Find all issues at:  
[funtechbytes.co.uk](http://funtechbytes.co.uk)

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At FunTech we teach children and teenagers (age 7-16) computing, tech and coding skills. Our extensive range of term time courses and exciting holiday tech camps provide an exceptional and dynamic learning experience.

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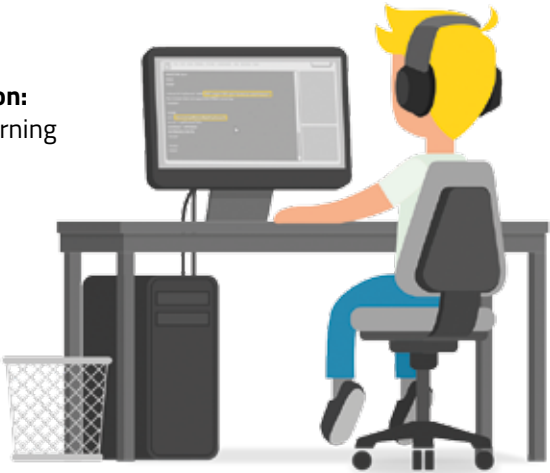
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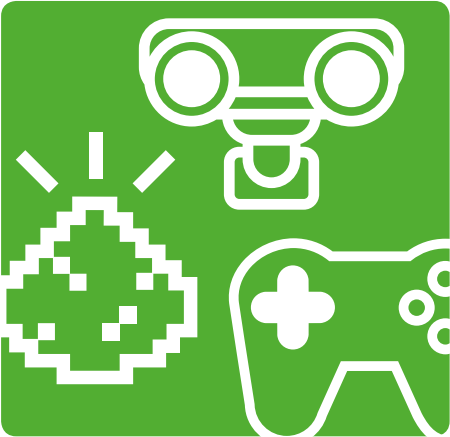


**"This course was absolutely awesome. Teachers were EPIC. Loved every minute of it."**

Ben, Student

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**"I loved the camp! It was very interesting and challenging, we had a very good and fun teacher!"**

Lorenz, Student

# WELCOME



I'd like to welcome you to the latest edition of FunTech Bytes, our quarterly newsletter.

We hope you enjoy keeping up to date with the latest news from FunTech, as well as benefiting from special offers, useful industry insights, and our tech help desk that provides answers to our most frequently asked questions. The newsletter is also a handy reference for details of our term dates, holiday tech camp venues, the latest Dazzle Awards winners and more.

We are now running our holiday tech camps this summer and we're delighted to announce that we have expanded our list of venues this year, including new locations in Canary Wharf, Chester and Finchley Road.

Many parents who regularly send their children to our holiday tech camps have already signed them up for FunTech Virtual as well. Thanks to FunTech Virtual, students can access any of our term-time courses, virtually, from home.

Our Talking tech feature focuses on the Nintendo Switch. You've probably already heard about the latest innovation in home and mobile gaming. So, what's all the fuss about?

Our Student Focus showcases the achievements of an individual student, and in this issue we have two for the price of one! Find out how our PureCoder Series has paid off hugely for James and Rebecca Wells.

You can also access a wealth of useful information, including:

- > Information about our summer tech camps
- > New password requirements on student portal
- > Upcoming term dates
- > Details of our private 1-to-1 tuition, tailored to an individual student's specific needs

We hope you find this issue of the newsletter interesting and engaging. If you have any feedback on what else we could include or what features you would like to see in future editions, please email us at [info@funtech.co.uk](mailto:info@funtech.co.uk).

Kind regards

**Sheineez Barber**  
Founder of FunTech



## TERM DATES — REMINDER —



First day



Half term



Last day

**FOLLOW  
US!**

We regularly post details of new locations and camps on Facebook and Twitter and this is the fastest and most efficient way of getting the latest FunTech news.

**Like our Facebook page or follow us on Twitter and you'll always know what we're up to!**



[/funtechtechcamps](https://www.facebook.com/funtechtechcamps)

[@funtechsummer](https://twitter.com/funtechsummer)



# GROWING

## THE FUNTECH FAMILY

**We would be the first to admit that one of the key factors in our success over the years has been the loyalty and support of the FunTech Family.**

By that, of course, we mean you. Parents who have sent their children to our tech camps, been delighted with the results and have continued to send them (and their siblings) year after year. You appreciate the dynamic learning experiences your children have enjoyed with us, the expert tuition and cutting edge technologies we provide. And you haven't kept that to yourselves. You've passed it on to others.

One of the benefits for us of having so many satisfied customers is that you spread the good news and recommend FunTech to your friends and families. We greatly value those word of mouth recommendations and referrals, and we don't take them for granted. Please keep on **'passing it on'** so we can grow the FunTech Family even further.

**Thank you so much for your support.  
We really do appreciate it very much.**



**Student focus:** James and Rebecca Wells

# GENETIC CODING



**There's nothing more satisfying for us at FunTech than witnessing the progress children make as they come back to our holiday camps and term-time courses year after year: we share in their achievements and enjoy celebrating their successes.**

That's particularly true for children who have been part of the FunTech family for a long time, and this month we're focusing on a pair of siblings who've done exactly that.

James and Rebecca Wells are now in their fifth year of our PureCoder Series of courses. James is 18 and will be going to University next year, and Rebecca has just turned 17 and is in her first year of A-levels. They have both made outstanding progress over the past five years and their coding skills are now above that of first year University students.

"I wanted to join the PureCoder Series because having studied the 3D game development as a holiday camp, coding seemed like an enjoyable and interesting thing to pursue," says Rebecca. Having attended the same tech camps as his sister, James was also keen on taking his interest in coding further. "I took a particular interest in the PureCoder Series as I wanted to study computing later in life."

Both siblings have found that their PureCoder Series courses have had a significant impact on their academic



**Not only did the PureCoder Series help me in understanding the coding tasks in my Computing GCSE, but as someone who takes humanity subjects at A-level, it has allowed me to develop a broader range of skills within the field of STEM that many people in these areas haven't had the opportunity to develop.**

– Rebecca Wells



Discover the powerful potential of coding with our PureCoder series

James and Rebecca's FunTech journeys started back in 2011 when their mum Martha was searching online for holiday activities for twelve year olds. After attending a number of our summer tech camps (3D Game Design, Minecraft Mods, GamePro and Drone Coder) they were both hooked and really interested in studying coding in more detail.

performance, and not just with computing subjects. "Coding obviously helped a lot with my GCSE and A-level computing," says James. "And the later academy courses also helped with understanding the practical applications of some of my physics and maths A-levels as well, such as how vector mathematics is used in the unreal game engine." This is equally true for Rebecca,





**Student focus: James and Rebecca Wells**

who adds: "Not only did the PureCoder Series help me in understanding the coding tasks in my Computing GCSE, but as someone who takes humanity subjects at A-level, it has allowed me to develop a broader range of skills within the field of STEM that many people in these areas haven't had the opportunity to develop."

Whilst James and Rebecca have clearly enjoyed their studies, their parents are also delighted to see what an impact the courses have had on them both: not just academically, but in terms of their personal confidence. Both of them were quite shy and rather quiet when they first attended the FunTech summer tech camps, but now they are far more outgoing and self-confident.



Rebecca, aged 13, at our 2013 Tech Camps



**The course tutors are really great people who connect really well with students and balance work and fun excellently. I would recommend it to anyone with an interest in computing.**

— James Wells

"Both of them have had real fun and have become much more confident in their understanding of computing," says their mum Martha. "The tutors seem to have developed excellent working relationships

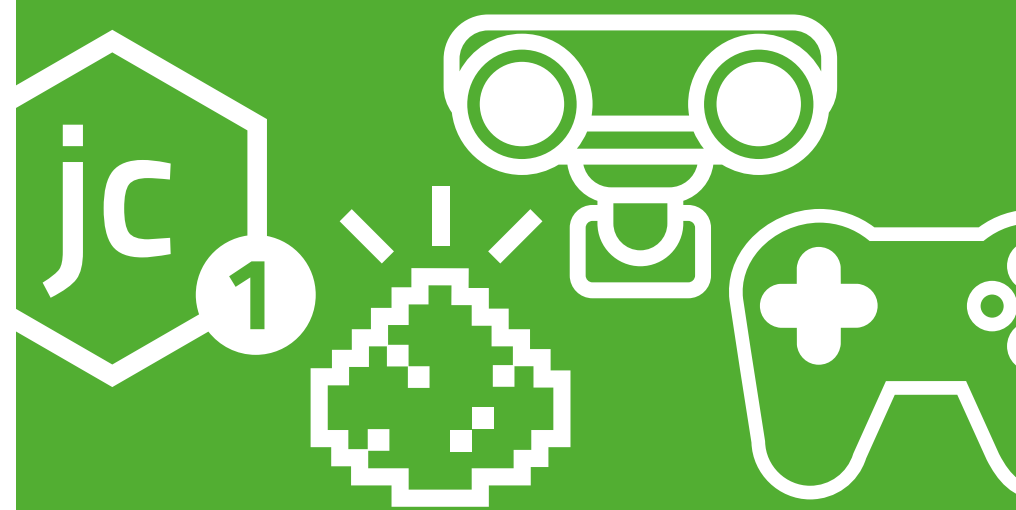
with our kids; they have a really great time at FunTech." Their dad, Thomas, is also pleased to see how the PureCoder Series has developed the children socially as well as academically. "Not only did it help both of them with their directly academic endeavours, including passing GCSE computing with ease and contributing to James's A-level, but it also has enabled James to help others in his class with their coding, including running lunchtime sessions for younger peers."

The Wells family has had a very positive experience of studying with FunTech and would definitely recommend the tech camps and programming academy to others.

**We'll let James and Rebecca have the final say:**

Rebecca: "I have found the tutors to be extremely helpful in allowing me to develop my coding skills, but also in terms of a style of teaching that has really benefited me and allowed me to have fun."

James: "FunTech is a great place to go if you have any desire to learn more about computers. The course tutors are really great people who connect really well with students and balance work and fun excellently. I would recommend it to anyone with an interest in computing."



# 2017 SUMMER TECH CAMPS UPDATE

## NEW Locations

We're delighted to announce that we've expanded our list of venues for our 2017 Tech Camps, to make dynamic tech learning accessible to even more children. The camps will be taking place in brand new locations throughout July and August:

- > Canary Wharf (E14 9SG)
- > Chester (CH4 7QL)
- > Dulwich (SE21 7LD)
- > Finchley Road (NW3 6ET)
- > Westminster (SW1E 5HJ)

Each of these venues will provide the same fantastic range of courses as our existing locations in Hampstead, Maidenhead, Richmond, St. Albans and Tonbridge.

## NEW Bus transfers

We have set up bus transfer services, from Northwood and Watford taking children to our St. Albans camp, and from Reading Train station, Reading TVP and Reading Blue Coat School taking children to our Maidenhead Centre.

## Don't miss out

Places are booking fast - book your camp today at [funtech.co.uk](http://funtech.co.uk)!



## 2017 Tech Camps: Behind the scenes

We're always looking for ways to ensure that our students get the best possible experience from our tech camps in terms of curriculum, equipment, tutors and presentation. As an example, in February we engaged the services of a professional voice over company to create the audio that will be used when our tutors show the students the camp presentation each day.

This year we have recorded a selection of different voices that will help engage our campers and communicate clearly with them, adding a bit of variety and keeping things interesting. Along with our visual effects and video content, this ensures our curriculum remains of the highest standard and enables our students to quickly grasp even the most complex concepts.



# THE FUTURE OF EDUCATION. NOW.



FunTech VirtualLab

o o o o o o o



Virtual Student at home

**The way we communicate has changed. Both in business and socially, technology has changed everything. Hi-definition video conferencing, instant messaging, file sharing and more has enabled faster, smarter, more efficient working practices.**

Now it's time that education followed suit and you don't need to wait for schools to catch up. FunTech is already leading the way.

FunTech Virtual takes the entire learning environment into a whole new stratosphere. We have raised the benchmark and education will never be the same again.

#### Cutting-edge

You'll be amazed by the cutting-edge technology your child will have access to via FunTech Virtual. Our scheduled, interactive classes provide real-time teaching and personal support from our expert tutors, all from anywhere in the world.

You'll also be giving your child a valuable skill for the future: the ability to feel comfortable working remotely and virtually.

#### The benefits for your child

- > Your child's learning is guaranteed to be of the highest quality – there's no difference in the quality of curriculum compared with what is delivered in the physical classroom.
- > Our tutor can deliver a better quality lesson and be far more responsive to students than in the physical classroom. Our tutor has ten monitors in front of them, eight of which mirror what the

students are doing. So they can offer your child immediate support and guidance when required.

- > Your child can get a head start on their coding journey and learn tech in an engaging, interactive way that industry is already using. By the time they start work, your child will be a virtual veteran!
- > Your child can use familiar tools that mirror the classroom, such as 'hand up' to ask a question. We also make great use of additional virtual tools that are not possible in a real world setting. For example, your child can have a private chat with our tutor to ask a question without peer pressure, and our tutor can 'mute' the whole class when delivering important concepts.
- > You save time, money and the environment. No need to travel to our centre for classes.
- > It's a very positive communal learning experience. If a child has done some tremendous work (or if there is a common problem) their screen can be shared with the rest of the group. Students can learn from each other as well as from our tutor.



“  
**Jake was studying at FunTech and was very quickly ready to take on an A Level in Computer Science. We knew these were going to be a virtual lessons and although at first we were a little hesitant it didn’t take long for Jake to settle in. Jake has absolutely loved the interaction online, the teaching has been fantastic and the whole process has been a pleasure from start to finish. We now eagerly await his results!**

– Mrs Saville, Parent”



Discover the future of learning, call us on 01628 621216

How does it work?

All children must go through a virtual assessment lesson to make sure that they will be comfortable learning in this environment. If this is successful, they will undergo a full virtual orientation, so that they fully understand how to interact with all of the tools.

Your child will then receive an online account, with their own unique user name and password. Your child can simply log in, view the schedule and join their class. Our expert tutor will guide your child through the course and will always be present to analyse student progress.

Although these sessions are accessed virtually we still limit them to a maximum of 8 students to 1 tutor to guarantee optimum interaction and support.

Lessons are delivered in real-time to your child’s computer in exactly the same way as they would be in our physical classrooms.

Watch our ‘How does it work?’ video at: [www.funtech.co.uk](http://www.funtech.co.uk)

What equipment do you need?

- > A computer with Windows<sup>1</sup>
- > Headphones with a microphone
- > An stable internet connection

1: Software installation & minimum specification required. Virtual courses may vary.

THE HELP DESK



Welcome to the FunTech Bytes help desk, where you can find the answers to some of the questions students ask us most often.

Q Why do I have to change my password when I log in?

As part of our ongoing plan to increase security on the FunTech website and to make student access and log-ins even safer, you will be asked to change your password the first time you log in to the system. It gives you the chance to choose a password that will be more secure and easier for you to remember.

Q When does my homework need to be submitted by?

If you want your homework to be marked ready for your next lesson you need to follow these dates:

Next lesson on	Submit homework by
Tuesday	Thursday
Wednesday	Sunday
Thursday	Sunday
Friday	Sunday
Saturday	Monday

You can submit your homework two days before your next lesson, but if you do that, unfortunately we won’t have time to get feedback ready for you before your next lesson. In that case we would give you feedback on the next scheduled marking day.



# NINTENDO SWITCH:

## A CONSOLE YOU CAN CODE ON?



Since our last edition of FunTech Bytes, Nintendo has launched its latest ground-breaking games console, the Nintendo Switch.

Just in case you missed the online excitement surrounding the launch, managed to avoid the deluge of TV advertising featuring Zelda: Breath of the Wild and MarioKart 8 Deluxe, and haven't yet been nagged into buying one, here's what you need to know.

### Modular design

Over recent years, Nintendo has seemingly been trying out a series of weird and wonderful ideas every time they release new hardware. The innovative approach this time centres on a hybrid form. The Switch features a modular design, enabling it to function as a traditional home console, a portable handheld system and a touch-screen tablet with wireless controllers.

It's clearly being marketed as the only device you need for gaming, and in many ways it's a big success. There's no doubt that the Switch

offers an exceptional level of handheld graphical quality and it converts seamlessly into a home console when docked and connected to your TV. It also encourages social interaction like no other console, thanks to its ultimate portability and its pair of controllers 'baked' in to the device.

### Educational potential

At FunTech we would agree with many reviewers that the Switch is an amazing console, but although we love gaming, for obvious reasons we are more interested in the educational potential of this new hybrid system. And this aspect has us intrigued and excited.

Because the Switch is also a tablet (with touch-screen interactivity), it could easily support a range of interactive, educational apps that work with a touch-screen. For example, there's no reason your child

couldn't use their Switch to complete their homework exercises, provided that a suitable app could be designed to enable this kind of use.

The Switch also supports keyboard/mouse controls, which means that it could be used for coding when plugged into a dock and connected to a TV or monitor. In fact, one company has already announced a programming environment to be released on the Switch in the future: [www.fuze.co.uk/nintendo-switch](http://www.fuze.co.uk/nintendo-switch).

The Switch is also quite cheap to develop apps for. It costs around £350 to buy a development kit, whereas other consoles currently charge in excess of £1,000. We're unable to comment on what this development environment is like, as any developer using it is bound to secrecy by Nintendo's NDA.

“

**The Nintendo Switch is a real innovation in gaming consoles that provides a great amount of flexibility thanks to its modular design. But what really excites us is how the next generation of progressive coders can use it to explore their creativity.**

– Tim Reese, Head of Curricula

”

### Our verdict

The Switch could provide a wonderful platform for children to practice their coding skills, and who knows what they could achieve with it, given some programming ability. The possibilities are endless, and because programming directly onto a games console hasn't been at all common within the 'mainstream' gaming consoles, this is a really interesting area for development. We'll certainly be keeping a keen eye on the Nintendo Switch in the coming year to see what happens.





WINNERS!

HAMPSTEAD



1<sup>st</sup> Max Zuev

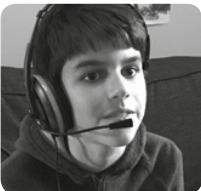


2<sup>nd</sup> Tanvee Sharma



3<sup>rd</sup> Jake Super

MAIDENHEAD



1<sup>st</sup> Enzo Singh



2<sup>nd</sup> Kyle McMillan



3<sup>rd</sup> Fig Charles

The Dazzle Award is given each term to children who: submit all assignments on time, are punctual, make a tremendous effort, show considerable attention and display great behaviour.

Please ask your tutor for more information.

THAT'S A WRAP!

The final term for this academic year has now passed so could we please ask that you make sure that the payments for your term-time course are up to date.

New bank details

Our bank account details changed recently, so please check that your online payment is going to the correct account. The details are as follows:

Account Name	FunTech Maidenhead LLP
Bank	Lloyds Bank
Sort Code	30-95-36
Account No	63959268

- > The invoice for this academic year 2016/2017 needs to be paid in full by 1st July 2017.
- > If you pay termly your payments are due by 18th April 2017.
- > If you pay monthly your payment is due before the 5th of every month.

We appreciate your help with this.



FunTech Bytes is available online, find all issues at: [funtechbytes.co.uk](http://funtechbytes.co.uk)

Did you know?

In addition to our wide range of tech camps, term-time courses and Virtual, we can provide private 1-to-1 tuition, tailored to the specific needs of individual students.

The process of arranging private tuition would involve carrying out an initial assessment of the child to establish their needs, building a programme around their specific requirements, setting their goals and monitoring their progress. We are able to offer this 1-to-1 tuition in mathematics and a range of computing topics.

If this is something you might be interested in, please call us on 01628 621216 or email us [info@funtech.co.uk](mailto:info@funtech.co.uk) to find out more.





AS SEEN ON  
**BBC**

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Northwood | Reading | Richmond | St. Albans | Tonbridge | Watford | Westminster

Residential Camps in Tonbridge

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