TECHNOLOGY JEWEL FOR CHILDREN IN HAMPSTEA



GARDEN SWBWRB

GARETH COOK - WWW.FUNTECHSUMMERCAMPS

eard of Minecraft? If you have school age children, you probably have. It's that computer game they spend hours playing, creating their own virtual world. But it's actually much more than that. Minecraft is amazing educational software that can extend children's learning because it provides a context. In Minecraft, Redstone is electricity and using this feature enables you to create electronic AND gates, OR gates and NOT gates, which when combined form circuits used to create every computer's CPU (Central Processing Unit) or 'brain'.

"Mention Minecraft to a youngster and they get very excited, so we have taken an environment the children love and developed a curriculum that teaches them high level electronics," says Sheineez Barber, Managing Partner at FunTech. "They consume the content and think they are playing, but they are learning some very complex electronics - many of the concepts that we teach in our Minecraft Redstone camp are what our A Level Computing students are taught!"

3D digital printing is the biggest

game-changer in the technology industry since the development of mobile apps. 3D printers use a fine powder that sets into a hard plaster-like finish that builds up an object one layer at a time and over the last decade the process has become cheaper and the range of materials that can be used has expanded. In the not too distant future consumer goods could be made using 3D printers, and they are already being used in some cases to print artificial bones and prosthetics. "The printing part is easy. The skill lies in designing what you want to print, and this will be a key skill for the next generation," says Barber. "Every year I am astounded at how our youngsters absorb what we teach them: for example, at our 3D Digital Design camp the children start with a wire-framed cube and create a fully rigged, animated and rendered character from their imagination which includes adding bone structures, digital sculpting, lighting and animation".

Technology has moved so quickly and plays such a central role in every type of commercial activity that for current and future generations, coding is a skill that is as essential as literacy and numeracy were for



past generations. "It is going to be crucial that our children learn how to code, and I am relieved that the schools are now delivering coding," says Barber. "However, they are going to need to develop these skills to a much higher level if they are to compete with the emerging markets in the Far East and the States".

Barber is passionate about touchtyping and says "In today's digital world, touch-typing is a must. If we continue with allowing our children to hunt and peck type with two fingers, we are going to see high levels of backaches, RSI (repetitive strain injury) and ultimately sitting at the computer for longer than is needed. If there is one piece of advice I would give to all parents, it would be to ensure that your child can touch type: it will be a skill they will use for life." On voice dictation Barber says, "The technology is already here to implement voice dictation, but the problem is how to implement it in offices, schools or more importantly during

examinations: I can't see it being used mainstream in our schools or workplaces any time soon."

Like it or not, Pandora's technology box is open - our world runs on code! Sheineez Barber has been running FunTech for 20 years and she and her team have taught thousands of children. They now have a centre in Hampstead Garden Suburbs, where the old Apples and Pears shop used to be. We can thank the five families of HGS who travelled to FunTech Maidenhead every week for three years that they are now operating in our area.

"I was concerned about having a centre in London, as I am not particularly interested in packing our classrooms by delivering a one-size fits all style of learning:



education for me has to be tailored to each individual child and be fun" explains Barber. "We don't offer childcare or let children play on a computer for the week: we teach them relevant skills

using an environment they will engage with so their learning is given a context and feels like fun."



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