FunTech

computing
for
kids&teens

create
build code
game

✓
**Childcare
vouchers
accepted**

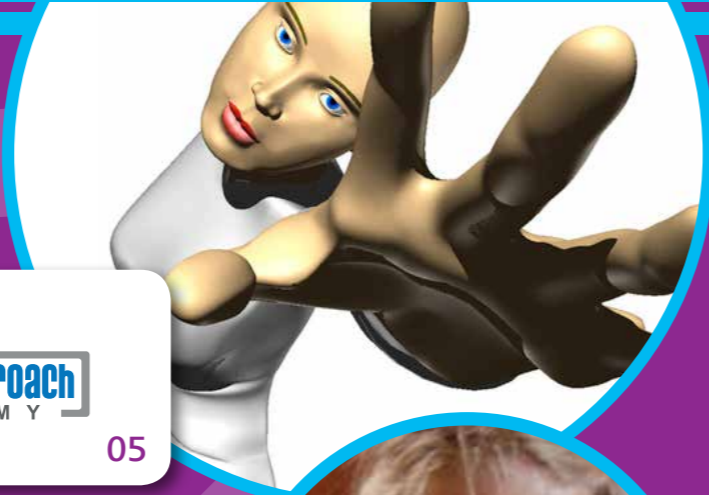# Contents

Childcare vouchers accepted

Give your child a head start

FunTech offers an extensive range of computing courses for youngsters aged six to eighteen. ICT skills are essential for the modern world

Our Environment
FunTech is a happy, relatively informal and stimulating place where children are full of energy, laughter and at ease. Our boundaries are clear but our rules do not stifle – there is a balance between friendliness and respect. At FunTech, we view education as far greater than simply an examination result; the journey itself is of equal importance, providing a stimulating experience, widening opportunities and providing an education for life.

Our Teaching
Getting to know each of our students individually and encouraging them to aim high is at the heart of what we do at FunTech. Your child will benefit from being taught by passionate teachers, small class sizes and a stimulating, interactive style of teaching. There is a structured programme of support for each student, including one-to-one help from our tutors.

Our Curricula
FunTech offers a broad computing curriculum with a strong academic core that is marked by innovation and a vibrant commitment to academic excellence. We have a dedicated development team that continually review technological change and develop curricula accordingly, ensuring our students remain at the cutting edge of computing.

All FunTech curricula go significantly beyond the requirements for the National Curriculum which is demonstrated by our students achieving GCSE and A Level results that are significantly beyond the national standards.

FunTech offers a series of computing courses that have a natural progression from the basics of computing all the way to A Level Computing (and Mathematics). This ensures your child is afforded a strong continuity for all their computing needs.

If you feel that FunTech is an environment in which your child will thrive, you can book an assessment lesson. Visit the admissions pages of our website: www.funtech.co.uk

BOOK EARLY
AVOID DISAPPOINTMENT!

Ofsted

As seen on BBC 4

Junior Launch Pad ACADEMY

The ultimate head start

Typical age range 6+ years

QUICK FACTS

Class	1 hour
Homework	30 minutes
Duration	2 years (1 year Fast Track available)
Pre-requisites	none

Courses

1. Touch Typing
2. Fundamentals
3. e-Buddies
4. MyTunes
5. MiniMovies
6. Game Zone

"
JLP is AMAZING, I learnt loads. I can't believe how much fun it is!

Ross, Student
"

Overview

The Junior Launch Pad series of courses is a guaranteed way of ensuring your child gets a head start.

A series of 6 courses that are designed to inspire a lifelong love of technology by introducing children to the magic of computing and the powerful tools it places at their disposal.

Your child's journey will begin with an adventure into the correct method of touch typing, which is then consolidated in further courses. At the end of the Junior Launch Pad series we aim for your child to be touch typing at 20+ wpm (words per minute).

This is followed by Fundamentals, which explores a broad range of hardware and software including system settings, exploring what is inside a computer and how binary works! We then move onto eBuddies which introduces your child to the world of online technology, from understanding IP addresses to cloud storage to creating their own blog.

In year two we have MyTunes, where your child will learn the mechanics of how to create a good piece of music. From there they move onto Mini Movies, where he/she will learn to make a block buster using tools such as green screen, clipping paths to extract a segment of moving video and lots more. Finally we move onto Game Zone, which introduces your child to a rudimentary level of programming.

For further information please visit: www.funtech.co.uk or call 01628 621215 or 621216

STEPPED APPROACH ACADEMY

Leading the way

Typical age range 10+ years

QUICK FACTS

Class	1 hour
Homework	1 hour
Duration	2 years (1 year Fast Track available)
Pre-requisites	Proficient with computer use and touch typing

Courses

1. Graphics
2. Animation
3. Website Design
4. Word Processing
5. Spreadsheet
6. Database

Overview

This series will teach your child advanced application based skills.

Often youngsters spend hours achieving an end result, which we know can be achieved in a fraction of the time or simply by the click of a button – it's all about knowing which tools exist and how to use them.

Our first year covers Advanced Graphics, Animation with ActionScript 3, Website Design with HTML 4 & 5 JavaScript and FTP; a fun and fully packed year of learning.

Year two moves onto Advanced Word Processing which includes topics such as Collaboration, Macros, Master Documents, working with One Note and lots more. We then cover Advanced Spreadsheets. This course starts with the basics and quickly progresses to advanced formula manipulation including the debugging of formulae and VBA. Finally we end our year with Databases, starting from normalisation all the way to creating a fully functional relational database with advanced queries.

A set of courses that ensures your child is one step beyond their counterparts.

For further information please visit: www.funtech.co.uk or call 01628 621215 or 621216

gcse

QUICK FACTS

Class	1.5 hours
Homework	1.5 hours
Duration	2 years (1 year Fast Track available)
Pre-requisites ICT	Stepped Approach
Pre-requisites mathematics	Assessment Required

Added advantage

Typical age range 12+ years

Courses

1 ICT

2 Mathematics

"

Frazer and Flora have achieved great GCSE results in a highly supportive environment. FunTech not only provides excellent teaching and results but the team really care about your child and meeting the individual needs of your child.

Samantha Gault, Parent

"

1 year Fast Track available

Overview

On completion of the Stepped Approach, your child has the choice of either translating their skills into a formal qualification with an international GCSE in ICT or continue with their learning by joining the Programming Academy.

The golden nugget in studying a GCSE at FunTech is the process of completing a full GCSE prior to studying for 10+ GCSEs at school. This experience ensures your child is fully prepared and has a thorough understanding of what will be expected of them.

During the course students learn key exam skills such as how to interpret exam board set criteria, timetabling, note taking, revision techniques, examination techniques and so on.

All GCSE students are supported with a structured support programme to ensure that they feel confident throughout their iGCSE study.
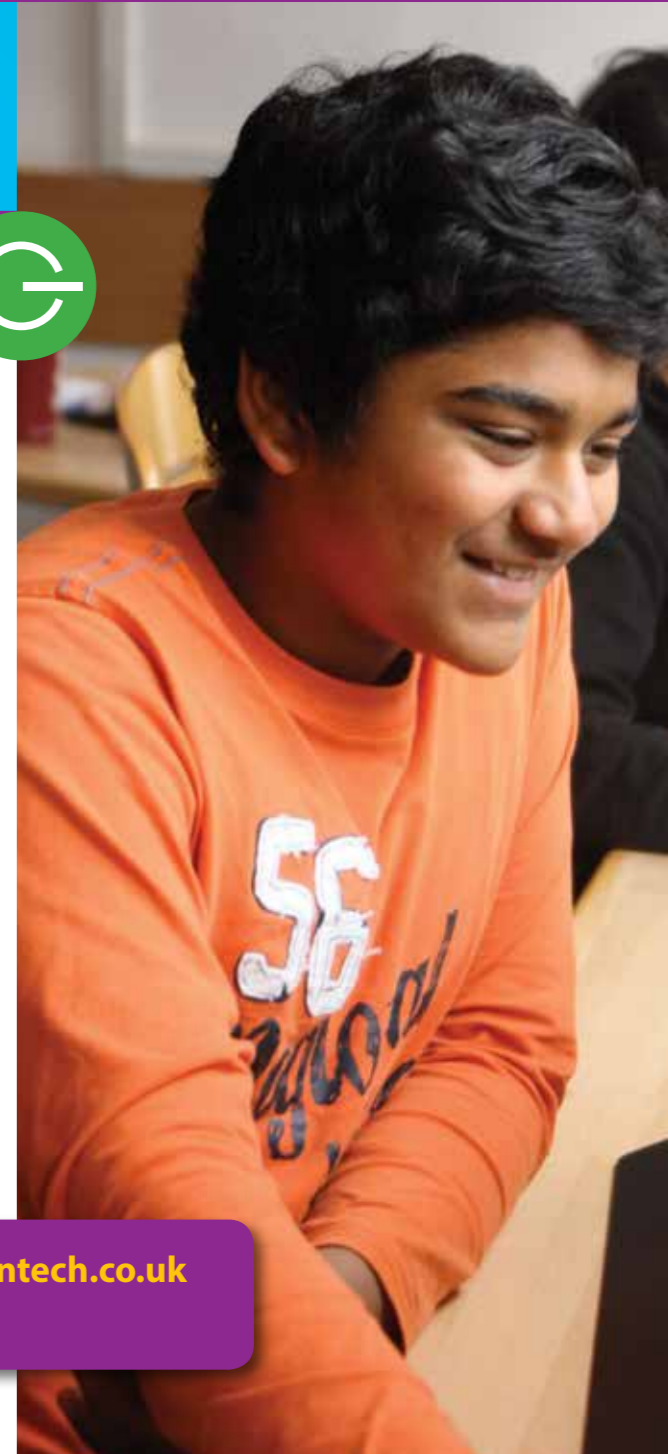
Please go to **www.funtech.co.uk** to view our latest results

gcse mathematics   igcse ict

* FunTech also offers pre-GCSE Mathematics support lessons, GCSE Mathematics and A Level Mathematics

For further information please visit: www.funtech.co.uk or call 01628 621215 or 621216

PROGRAMMING
ACADEMY

Unlock the power of code

Typical age range 11+ years

QUICK FACTS

Starter Coder Class	**1 hour**
All others	**1.5 hours**
Homework	**1 hour**
Duration	**1 year**
Pre-requisites	**Stepped Approach**

Courses

1. Starter Coder
2. Advanced Coder
3. Online Coder
4. Game Coder
5. Robotics Coder
6. Mobile Coder

Learn how to code in a fast paced, fun & methodical environment.
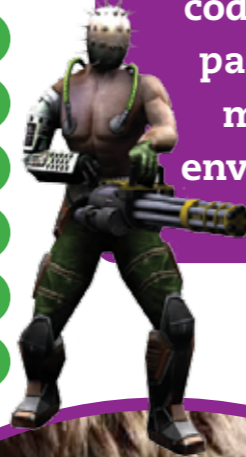
Overview

Our Programming Academy offers professional courses that will teach aspiring young coders how to write code to industry standards.

Both the government and industry have commented on the urgent need for a new generation of talented young people who can not only use technology, but engineer and manage it. These courses enable your children to become those people.

For a solid programming foundation we recommend the first three courses. We begin with the Starter Coder that teaches programming constructs. By the end of the year, you child will comfortably code from the basics of conditional statements to instantiating classes. This is followed by the Advanced Coder where your child will learn to code and implement industry based algorithms from simple search and sort techniques to attempting the unsolved programming 'Travelling Salesman Problem' through to the first stages of Artificial Intelligence. Finally we have Online Coder, which gives your child the last piece of the programming jigsaw.

This course covers HTML (4 & 5), CSS, JavaScript, MySQL, PHP and JQuery, everything needed to create an excellent Amazon style website with a backend database!

After these three, we have advanced programming courses which offer more specialist areas of coding which include Game Coder, Mobile Coder and Robotics Coder. Watch this space as we continually review our courses and add exciting new ones.

**For further information please visit: www.funtech.co.uk
or call 01628 621215 or 621216**

Level

A gateway to University

Typical age range 13+ years

QUICK FACTS

Class	2 hours
Homework	2 hours
Duration	2 years
Pre-requisites Computing	Advanced Coder
Pre-requisites Mathematics	GCSE in Mathematics

Courses

1 Computing

2 Mathematics

Overview

When it comes to studying A Levels FunTech offers a uniquely inspirational learning environment.

On completion of either the Advanced Coder course or beyond, your child has an option to convert their knowledge into an academic qualification, by studying an A Level in Computing and or Mathematics. The experience of doing an early A Level is priceless as the jump between AS to A2 is usually not fully understood until it is too late.

The majority of our FunTech students achieve an early A Level in Computing and or Mathematics which is an advantage when applying for university places as an A Level Grade can be stated on their UCAS forms.

Level computing

Level mathematics

"
A great opportunity. Our son achieved an A* A level in Computing, a year early. It gave him tremendous confidence and study skills to achieve as well in his other subjects, at school.

Chris Tarleton, Parent
"

Please go to **www.funtech.co.uk** to view our latest results

For further information please visit: www.funtech.co.uk or call 01628 621215 or 621216

FUN TYPER
Touch Typing

QUICK FACTS

Class	1 hour
Homework	1 to 1.5 hours per week
Duration	1 term
Pre-requisites	Fundamentals, E-Buddies, Touch Typing

A skill for life

Highly recommended for DYSLEXIA or DYSPRAXIA

" FunTech has inspired my 10 year old son to start learning to touch type, stick with it and become pretty competent at it within a few months. "

Mrs Lindley, Parent

FunTyper Online

A revolutionary reward-based touch typing system that transforms dull and repetitive practice into compelling game play. Simply purchase the licence online and begin your child's journey to touch typing correctly. Please note you will have to watch that they don't revert to hunt and peck touch typing!

Overview

Your child should be able to touch-type as they are going to be using a computer keyboard for some time to come. There is a definite movement towards students taking their exams on the computer, so if your child is unable to touch type, it will be a disadvantage.

So many youngsters that we meet use the hunt and peck typing method (using two fingers to type) and feel that learning to touch type is a waste of time as they can type quite adequately. There are two points here:-

• How efficiently is your child really typing? Watch closely and note how many times they hit the backspace key. When we measure children's hunt and peck touch typing we find that whilst they give the impression of being speedy typists, in actual fact the error rate is over 25% – all of which needs correction.

• RSI (Repetitive Strain Injury) – if your child has eight fingers to type with, why would anyone want them to use two? Repetitive use of two or three fingers will wear out the cartilage between the joints much quicker than if the work load is spread evenly.

Alternatively, we do offer tutor lead touch typing classes for children who have a deeply ingrained hunt and peck typing habit or for those that have extra educational including, but not limited to dyslexia and dyspraxia. Results after a year's course are outstanding!

For further information please visit: www.funtech.co.uk or call 01628 621215 or 621216

"

It was brilliant – I loved it, the teachers were really helpful, and even when I was really confused they helped me figure out the code. Absolutely brilliant!

Arthur, Student

"

Traditional classroom

Virtual classroom*

VS

Your child attends classes at one of our well-equipped state-of-the-art computer labs.

Your child logs on to our scheduled virtual classroom.

Requirements: computer, software being taught, and internet connection for homework submission.

Requirements: stable internet connection, computer, software being taught and a headset with a microphone.

* Our virtual classroom is powered by Citrix software which ensures high levels of security

Terms & Conditions

Admission to FunTech
Admission to FunTech is at the discretion of the Principal and his/her delegate. No student may be admitted until the Enrolment Form has been completed and the terms and conditions signed by both parents or legal guardian and returned to FunTech, together with the enrolment fee of £55.

Tuition and Examination Fees are Non-Returnable
No reduction in fees is made in respect of absence from FunTech during any part of the official term, whether on account of illness or any other cause.

Late Arrivals, Early Departures or Missing Lessons
For students arriving late, leaving early or missing a lesson, FunTech may request that he or she take supplementary individual tuition at the rates stated below (under Catch-up Fee). 24 hours cancellation notice is required for a catch-up lesson.

FunTech Authority
FunTech reserves right to take steps it reasonably believes to be necessary to maintain discipline, ensure safety and wellbeing of staff and students.

Suspension and Expulsion
FunTech reserves the right to suspend or remove any student whose attendance, work or behaviour is, in their reasonable opinion, unsatisfactory. Under such circumstances, FunTech will be under no obligation to return any fees.

Fees
All fees are payable as stated below:-

Yearly: Fees must be paid either before or during the first two weeks of the first term.

Termly: Fees must be paid before or during the first week of term.

Monthly: First payment must be made one month prior to the commencement of the course and completed by the month stated below (under Fully Paid By). Monthly payments must be received into the FunTech bank account by the 5th of each month.

Private: Fees must be paid within 14 days of the tuition

Holiday Camps: Fees must be paid prior to attend the camp

Late payments will be subject to an automatic £20 late fee being added to your account for each month until fees are up to date.

To avoid any late fees being added to your account, simply fill in valid debit/credit card details below and if a payment is late, instead of adding a late fee to your account we will simply charge the outstanding amount to your card. Please remember to tick the option overleaf.

Withdrawal from the Course
One term's notice is required for withdrawal from the Junior Launch Pad and Stepped Approach Series. For all other courses, you are making a commitment for the whole duration of that course.

Final Note:
It is your responsibility to monitor standing order payments are being made regularly into the FunTech account. Please contact your own bank to arrange the standing order.

Book online at:
www.funtech.co.uk

"
Not only is the teaching first rate but my children really enjoy the lessons and as a parent I know the team will always goes the "extra mile".

Tony DeBiase, Parent
"

FunTech

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w www.funtech.co.uk

Turn passive play into proactive learning