

TERM-TIME COURSES

Computing for Kids & Teens

AS SEEN ON

BBC



create build code game



VIRTUAL LABS



CENTRE LABS

FunTech

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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 are 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 of the National Curriculum which is demonstrated by our students achieving GCSE and 'A' level results that are much higher than the national average.

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!

 Childcare vouchers accepted



FunTech Classes

FunTech offers a learning environment which is fun, informal and respectful.

FunTech Enrolment

Step 1: Attend a summer camp or assessment session

Step 2: Recommendation of FunTech course/s

Step 3: Decide on FunTech Lab or FunTech Virtual

Step 4: Enrol

Essential Information

Attendance: Weekly
1 to 3* hours depending on course

Home Mission: Weekly
30 minutes to 3* hours depending on course

Prep Sessions: As required
Virtual and Lab Preps available

Book online at: www.funtech.co.uk

*3 hours would be for the 'A' Level Computing or Maths Courses. All other course home missions range between 30 minutes to one hour

 Childcare vouchers accepted



“

FunTech Virtual has been super for Jacob as, whilst teaching him critical IT skills, it has also connected him with other FunTech students from different locations and cultures. This I believe has enriched his learning experience. Jacob spent this summer (2014) visiting his FunTech classmate in France. Highly recommend it.

Mr Paulter, Parent

”



- > REAL-TIME
- > INTERACTIVE
- > THE WAY FORWARD

Location is not a limitation

Any child anywhere is able to connect with our entire classroom experience through FunTech Virtual just as they would in a physical classroom.

FunTech Virtual is a scheduled, real-time, interactive class delivered by one of our tutors in the same way as it is in our FunTech Labs.

FunTech Virtual uses Citrix software which is known for its robust security.

Many families opt for FunTech Virtual. There are several main reasons: some consider it to be a modern way of working, even if they could access a face-to-face tutor led class at one of our centres. For others, it is the much more pragmatic advantage of either saving travelling time or, more obviously, being able to access a FunTech course at all.

WHAT EQUIPMENT DO I NEED?

A computer, headphones with microphone and internet connection

EXPERIENCE A DIFFERENCE TODAY...

SIGN UP FOR FUNTECH VIRTUAL

“

I am an 'A' Level student at FunTech and can only sum it up in one word! Fantastic!

Corey, Student

”



- > REAL-TIME
- > INTERACTIVE
- > STATE-OF-THE-ART COMPUTER LABS

An environment to thrive in

Attending classes at a FunTech centre means that your child will have access to cutting edge computer labs and face-to-face time with our team.

The Centre Lab classes allow this and a student teacher ratio ranging from 1:1 to 8:1 dependent on the course, ensuring significant levels of personal face-to-face interaction.

“

I am currently in my fourth year at FunTech having started on the Programming Academy. I did my 'A' Level Computing 4 years early and achieved a grade A. I am now continuing with the more advanced programming courses. The lessons are relaxed but challenging and there is always a friendly atmosphere. I've learnt so much more that I thought I ever would about computing and don't regret a single second of it.

Mike, Student

”





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

”



The Ultimate Head Start!

Typical age range 6 to 9 years



Overview

The Junior Launch Pad series of courses is a guaranteed way to ensure 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 **techniques** to create a good piece of digital music. From there they move onto Mini Movies, where he/she will learn how 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 constructive level of **programming**.

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





QUICK FACTS

Class	1 hour 30 minutes
Homework	1 hour
Duration	2 years (1 year Fast Track available)
Pre-requisites	Proficient with computer use and touch-typing

Leading the Way...

Typical age range 10 to 13 years



Courses

- 1 Graphics
- 2 Animation
- 3 Website Design
- 4 Word Processing
- 5 Spreadsheets
- 6 Databasing



Overview

The Stepped Approach series of courses 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 and perhaps 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.

In year two we cover Advanced Word Processing which includes **Collaboration**, **Macros**, **Master Documents**, working with **OneNote** and so on. Next it's 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 with **normalisation** and then progressing all the way through to creating a **fully functional relational database** with **advanced queries**.

Genuinely a set of courses that **ensures your child is one step ahead** of their counterparts.



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



Childcare vouchers accepted





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 whilst meeting their individual needs.

Samantha Gault, Parent



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 continuing 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**, **exam techniques** and so on.

Our GCSE students are supported with a **structured programme** to ensure that they **feel confident** throughout their iGCSE study.

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



*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**

1 year
Fast Track
available



PROGRAMMING ACADEMY

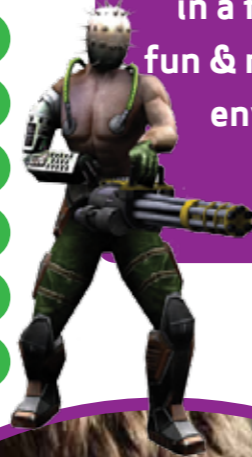
QUICK FACTS

Starter Coder Class	1 hour
All others	1.5 hours
Homework	1 hour
Duration	1 year
Pre-requisites	Stepped Approach or a logical brain

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.



Unlock the power of code!

Typical age range 11 to 16 years



Overview

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

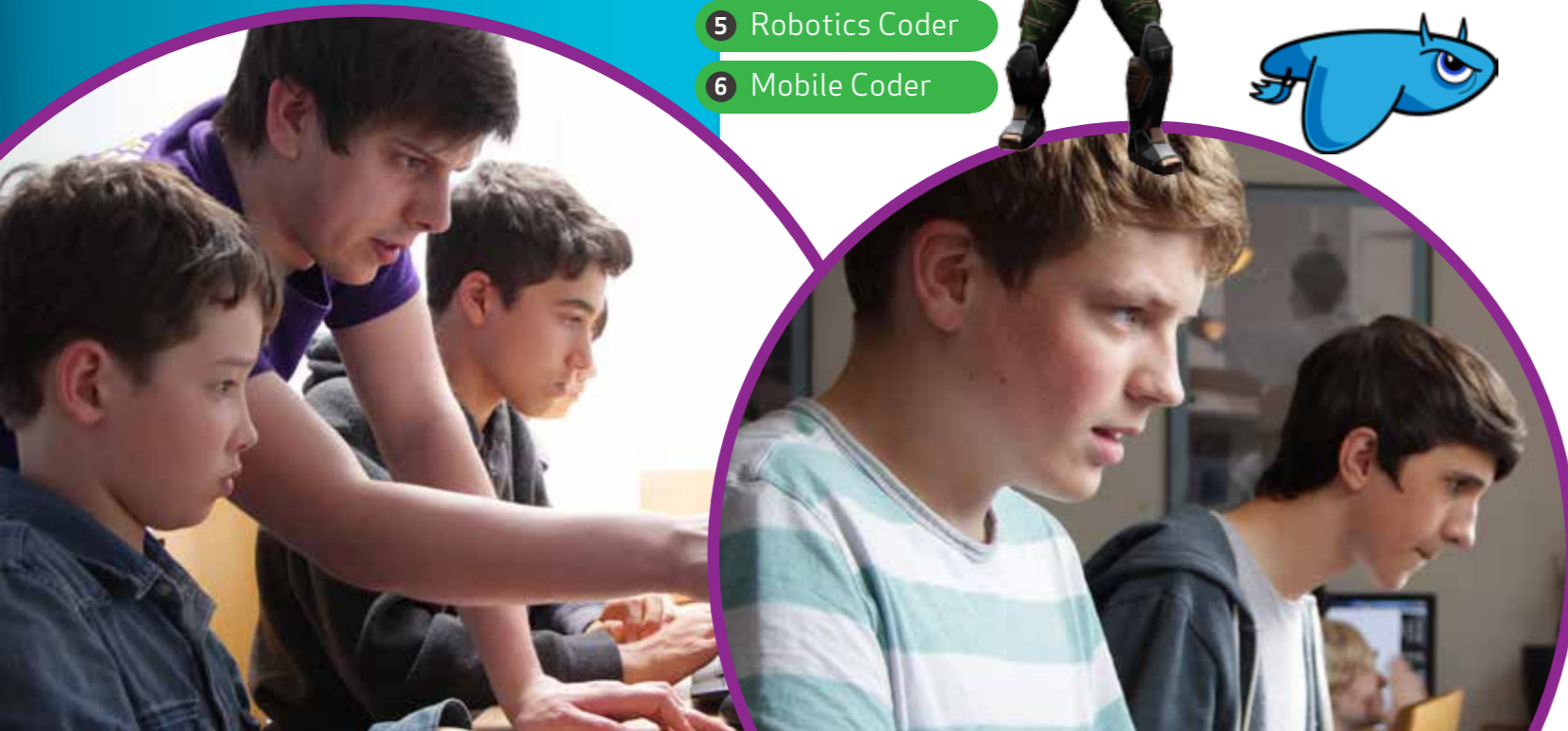
Both government and industry have commented on the urgent need for a new generation of talented young people who can not only use technology, but engineer and manage it. These courses enable your children to become those people.

For a solid programming foundation we recommend the first three courses. We begin with Starter Coder: this teaches programming constructs. By the end of the year, your child will comfortably code the basics of conditional statements all the way through to instantiating classes. This is followed by the Advanced Coder where your child will learn to code and implement industry standard algorithms ranging from simple search and sort techniques to attempting the unsolved programming 'Travelling Salesman Problem', before examining the first stages of Artificial Intelligence.

Finally, we have Online Coder, which will give 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 including Game Coder, Mobile Coder, Robotics Coder and Network 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





QUICK FACTS

Class	3 hours
Homework	2 hours
Duration	2 years
Pre-requisites Computing	Advanced Coder
Pre-requisites Mathematics	GCSE in Mathematics

Courses

- 1 Computing
- 2 Mathematics



“

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

Chris Tarleton, Parent

”

A Gateway to University!

Typical age range 13+ years



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 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.




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



Childcare vouchers accepted





QUICK FACTS

Class	1 hour
Homework	1 to 1.5 hours per week
Duration	1 term
Pre-requisites	None

Highly recommended for **DYSLEXIA** and **DYSPRAXIA**



FunTech has inspired my 10 year old son to start learning to touch-type, stick with it and become 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 that we do recommend you keep an eye on your child to ensure that they are using the correct methodology rather than hunt and peck typing!

A skill for Life!



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 faster than if the work load is spread evenly.

To give your child a **skill for life** with our tutor lead dedicated touch-typing classes that are packed full of **games, leaderboard, competitions** and lots more. This ensures that a dull and repetitive task of learning how to touch-type is **revolutionised** into a **fun, high energy** class where children want to return week in week out. This course is also highly recommended for children by educational psychologists, local dyslexia associations, and special needs teachers for children who face educational challenges such as **dyslexia** and or **dyspraxia**.

Results after a year's course are **outstanding** ... you'll never look back!



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 are 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 and ensure the safety and well-being 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 either paid one month prior to the commencement of the course or two months paid in the first month of the course and must be fully paid one month prior to the end of the course. 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 attending 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.

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 go the “extra mile”.

Tony DeBiase, Parent

”



Childcare vouchers accepted



Turn Passive Play into Proactive Learning

BOOK ONLINE NOW!

www.funtech.co.uk

Tel 01628 621215 or 621216



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