The National Museum of Computing (TNMOC)

June 2022

Education Newsletter

New Tailor-Made Activity Days For Key Stages 1 - 5 and Higher Education!

Here at The National Museum of Computing, we aim to educate the younger generation by enthusiastically sharing our passion for all things Computing! If you are seeking to augment your academic offering with stimulating, curriculum-linked outings, look no further! We have revamped our Education Programme and introduced new Activity Days for Key Stages 1 to 5, covering a broad range of STEM-based topics. Including:

- Ciphers and Encryption
- Moore’s Law
- Programming Languages
- Prime Numbers
- Chatbots and Artificial Intelligence
- Statistics
- Algorithms
- Women in Computing

Our onsite experts have a wealth of theoretical knowledge and practical experience to inspire young people considering careers in Computing.

Book Your Visit: Key Stages 1 & 2 / Key Stages 3 & 4 / Key Stage 5 / Higher Education

Our New Primary Offering!

We are delighted to announce the launch of our brand new Primary Offering, giving even the youngest learners the opportunity to benefit from what is on offer at our wonderful Museum. As part of a four-hour full day visit, primary students will participate in one interactive, explorative session, focused on investigating the Museum and two engaging, hands-on and educational STEAM workshops.

Our Practical Workshop Options Include:

- Augmented Reality [KS1-2] - Combine real game pieces with modern digital technology for interactive learning opportunities that require the use of all five senses in enhanced reality games created by our partners at Osmo (Maths, Coding, Art or Language skills).
- Screen-Free STEM [KS2] - Full of fun features and special codes, including light-up eyes for night vision, Botley 2.0 comes packed full of hands-on coding activities and challenges, promoting critical thinking and problem-solving skills from the wonderful people at Learning Resources.
- Beginners Coding [KS2] - Learn coding skills on our pocket-sized Micro:Bit computers to create LED images activated by buttons or ‘shake’ sensors. They can even communicate with each other! (*Limited exclusive option for musical gloves offered by Pimoroni).
- Physical Computing [KS2] - Learn how to control various electronic components using the latest version of Scratch on the Raspberry Pi.

Book Your Primary Education Visit Now.
Upcoming Events at TNMOC

- **Summer Bytes Festival** (July and August)  [Book here](https://www.tnmoc.org/bytes)
- **Home Educators Day** (27 July 10:30 – 15:30)  [Book here](#)
- **Digital Futures: National Video Game Day** (Monday 12th September 2022: 9:30 - 15:30)  [Book here](#)
- **Young Women in STEM Day** (Wednesday 19th October 2022: 10:30 -15:30).  [Book here](#)
- **Escape Room Challenges** (Sundays 13:00 - 14:30)  [Book here](#)
- **Digital Futures: Sustainability in Tech Day** (Thursday 29 September 9:30-15:30)  [Book here](#)
- **Digital Futures: Ada Lovelace Day** (Wednesday 12th October 2022 9:30 - 15:30)  [Book here](#)
- **Digital Futures: Young Women in STEM Day** (Wednesday 19th October 2022 10:30 -15:30)

Coming Soon in the Digital Futures Programme for 2022 onwards:

- Digital Futures: International Internet Day (Thursday 27th October 2022) more details soon…
- Digital Futures: National STEAM Day (Tuesday 8th November 2022) more details soon…
- Digital Futures: LGBTQ+ STEM Day (Friday November 18th 2022) more details soon…
- Digital Futures: Computer Science Education Week (wc Monday December 5th) more details soon…

Support For Schools: Visit Us For Free!

Education is at the heart of the Museum’s mission and for this reason we have made our fantastic Education Programme more accessible and inclusive than ever! Thanks to the generous support of our sponsors Flint Computing and the Royal Air Force (RAF), we are able to offer fully funded places on our Education Programme to schools in deprived areas, as part of a bursary scheme. Are you part of a school that we can help? To be eligible, schools must have 17% or more students in receipt of Pupil Premium Grant. The bursary can be used to cover the cost of accessing our sessions up to the value of £600.00. This will fund up to 50 students visiting the Museum onsite or four Remote Learning Sessions with two expert guides. To secure a place, we ask for a £30 deposit which will be fully refunded on completion of your visit. Find out more today by contacting our Head of Learning and Development at education@tnmoc.org.
Young People’s Poetry Competition: Silent strength

We’re excited to announce the Young People’s Poetry Competition in honour of Betty O’Connell (nee’ Oliver) who would have been 97 years old in July. In 1944 Betty wrote a poem celebrating seven of the WRNS she worked with at Bletchley Park codebreaking in the Second World War that was discovered by her family and has been shared with our museum.

Thousands of women like Betty kept Bletchley’s codebreaking machines running but they didn’t talk about their work during or after the war, meaning their families had no idea what they’d achieved. Betty’s poem honours those she worked with - bright individuals with an inner strength striving towards a shared goal and united by a common spirit. As we emerge from lockdowns, we’d like to hear from young writers with a poem of their own on the theme of community spirit, individual achievement, unsung heroes and those who inspire them.

Our competition is open to anybody aged between 5 and 18 and writers can enter through their school, part of a group or as an individual. Writers can submit their poem by July 19 via email to competitions@tnmoc.org with the subject line: Betty Oliver Competition. Please include the email address of an adult with your email if you are aged 16 or younger. Participants will be invited to join us at the Museum on the 23 July for a special day of celebration marking Betty O’Connell’s birthday.

Winners will be announced on this day, you will also hear from author Philomena Liggins on the lives of the women who worked at Bletchley Park.

Atari art re-imagined - competition! Entry Here

Atari blasted on to our TV screens and transformed the video games market 50 years ago!

The graphics of the famous Atari 2600 console’s games were basic by today’s standards but the artwork on their boxes was truly epic - transporting you to the world you were meant to be playing in.

We’re celebrating Atari’s 50th with a brilliant competition honouring Atari’s pioneering designers and artists.

We’re looking for the best creative minds to re-imagine one piece of artwork for an Atari 2600 game in a modern and stylish way.

Among the great prizes, the chance to have your design printed on a museum T-shirt or tote bag - for sale in our shop! Also, £50 in vouchers for either art suppliers or for use at game.co.uk.

It doesn’t matter how old you are – our competition is open to all. It doesn’t matter which Atari game cover you pick – choose the one you love or feel inspired by and go for it!

You can also re-imagine your classic cover in any medium you want. You can search the games online, but here’s a sample to fire your imagination.

First prize in each category will receive the following:

- Voucher for £50 of art supplies or for game.co.uk
- Family ticket to TNMOC for 12 months & Museum goodie bag

We will also pick an overall winner prize will receive the above, plus:

- Your design reproduced on either a museum T-shirt or a tote bag
- A copy of the fabulously illustrated Acorn: A World in Pixels

Just get your entry to us by September 9 for our judges to review. Winners will be announced at our September 17 Atari celebration day - details to follow!
Virtual Visits @ TNMOC

Do you want your students to experience The National Museum of Computing but you can’t get to us in person? Check out our Virtual Visits, a fascinating twist on learning remotely! Block H, now home to The National Museum of Computing, was the world’s first purpose-built computer centre and heart of the Bletchley Park codebreaking operation. In a 90 minute session, our Virtual Visits uncover tales of cryptography, secret operations and technological advancement, illuminating the journey of development from WWII cryptography to present-day encryption. Firstly, step back in time and explore Block H as it would have been 60 years ago in our Virtual Escape Room Experience, which will challenge students to use their problem solving, team working and computer literacy skills. Secondly, participate in a tailored, interactive hands-on activity on the theme of Cryptography, Computing or Mathematics. Find out more here.

Stay Connected: Ways You Can Continue to Support Us

Visit our Online Shop: From limited edition commemorative framed prints to expert-informed Computing literature, DIY electronics kits and a plethora of unique branded TNMOC products, our new Online Shop has something to suit everyone. Shop Now.

Adopt an Artefact: Put your name next to one of our extraordinary artefacts! As standard, your adoption package will include a personalised handwritten certificate, a specially selected exclusive gift and a free visit to the Museum – the perfect gift for a tech or history fanatic! Find Out More.

Volunteer with Us: The National Museum of Computing seeks enthusiastic volunteers to assist in a diverse range of roles. We warmly welcome people with all skills and interests and treat all our volunteers as individuals; we will endeavour to find you a volunteer role and mentoring that meets your skills, preferences and time commitments. Find Out More.

Located on Bletchley Park as an independent museum, The National Museum of Computing (TNMOC) brings to life the history and ongoing development of computing for the enjoyment and benefit of the general public and specialists.

The Museum combines a distinctive approach to engagement with an emphasis on British computing heritage and ongoing innovation. TNMOC acquires, conserves, restores and rebuilds historic computing machinery. The Museum’s approach is furthered through a process of engagement, with the display and demonstration of historical systems. The Museum runs a highly successful Education Programme for schools, colleges and universities and introduces foundational STEM skills and topics to young people, inspiring the next generation of computer scientists and engineers. The Museum also runs a popular, ongoing programme of festivals, lectures, workshops and tours.

Conserve, Educate, Engage

Our Education Sponsors: 2021 - 2022: