Bupa Coding Day: example whole day schedule (timetabling of 2 activities for 4 classes)

Start	End	Event	Class 1	Class 2	Class 3	Class 4	Duration	Location	Teacher/volunteer role
Pre-event	Pre-event	**Pre-event prep**	**Teachers**: Check logon to platform account, read/watch intro, watch trailer, select activities, print/prepare resources, watch videos. The main show is only available on the Bupa Coding Day itself. **Volunteers**: Check school has agreed to run the day and accept volunteers, check DBS requirements with school, review advice on Bupa Volunteers page. Optional: Understand which activities have been selected by school, check access to resources on Volunteers download page and review activities based on school activity selection.				1 hour	Prep / offsite	⇐ **See info to left**
09:15	09:45	**Main Show**	Healthy Lunch-Bot Coding Adventure show, streamed via the Get with the Program platform, held 'assembly style' in the Hall or Classrooms				30 mins	Hall / Classroom	**Teachers**: run show (be ready to pause when suggested) **Volunteers**: watch show
09:45	10:30	**Activities**	Program Each Other Activity, ages 5-9 (in hall with printable resources, whiteboards etc)	Scratch Programming Activity, ages 7-9 (in computer suite / classroom with 1 computer to 2 children)			45 mins	Hall / Playground / Computer suite / Classroom	**Teacher**: run video / use slides to explain activity **Volunteers**: help children in groups with activities
10:30	10:45	**Break**						**Break**	
10:45	11:30	**Activities**	Scratch Programming Activity, ages 7-9 (in computer suite / classroom with 1 computer to 2 children)	Program Each Other Activity, ages 5-9 (in hall with printable resources, whiteboards etc)			45 mins	Hall / Playground / Computer suite / Classroom	As activities above
11:30	12:00	**Clear Hall/ Plenary**	Worksheets and plenary	Worksheets and plenary				**Clear Hall**	**Teachers**: use worksheets and Teacher Guide plenary **Volunteers**: help clear
12:00	13:00	**LUNCH**						**LUNCH**	**Volunteers**: set up Hall for Program Each Other Activities after lunch
13:00	13:45	**Activities**			Program Each Other Activity, ages 5-9 (in hall with printable resources, whiteboards etc)	Scratch Programming Activity, ages 7-9 (in computer suite / classroom with 1 computer to 2 children)	45 mins	Hall / Playground / Computer suite / Classroom	As activities above
13:45	14:30	**Activities**			Scratch Programming Activity ages 7-9 (in computer suite / classroom with 1 computer to 2 children)	Program Each Other Activity ages 5-9 (in hall with printable resources, whiteboards etc)	45 mins	Hall / Playground / Computer suite / Classroom	As activities above
14:30	15:00	**Clear Hall/ Plenary**			Worksheets and plenary	Worksheets and plenary		**Clear Hall**	**Teachers**: use worksheets and Teacher Guide plenary **Volunteers**: help clear