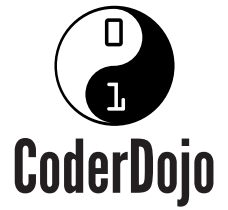
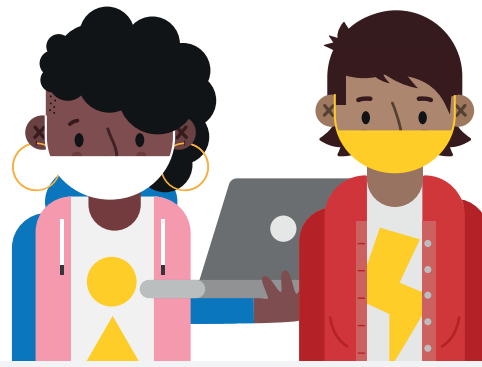


Remote activities planning checklist



Sending out projects and challenges for the young people in your club to complete at home can be a simple way for you to help them keep coding remotely. This printable checklist offers you points to consider while you plan how to best do this. You know your club best, so circle the options you decide are most suited to you and your club members.

I have decided how regularly I will send communications to parents/guardians of attendees: **weekly / fortnightly / monthly** on _____ **day/date.**



Having a set schedule will help parents and young people know when to expect updates.

I will send activities to the parents/guardians of Dojo attendees using **email / our Dojo website / our Dojo social channels / a classroom management tool / other:** _____



I have considered what activities are suitable for our Dojo members. I have decided that our Dojo will focus on sending out **online projects / projects aligned with Digital Making at Home pre-recorded project demonstrations / other:**



I will encourage parents/guardians to share their children's projects with me by sending me links or screenshots **by email / using an online form / via a Scratch studio / other:**



It's very rewarding for your Dojo members to see each other's projects. You could even collate their projects into an online show-and-tell to send to club members' parents alongside new activities.

I will provide support to Dojo members completing activities by encouraging parents to **email me / message me on a classroom management platform / join a drop-in video conference call.** I will schedule a time to answer their queries each **week / fortnight / other** on

_____ **day/date.**



If you are planning to use video conferencing to support your Dojo members, please follow the safeguarding advice provided in our guidance for running online sessions.