

# Computing Outcomes Portfolio



Year 2 - Spring 1  
Block Coding (2Code - Chimp 1)

## Intent

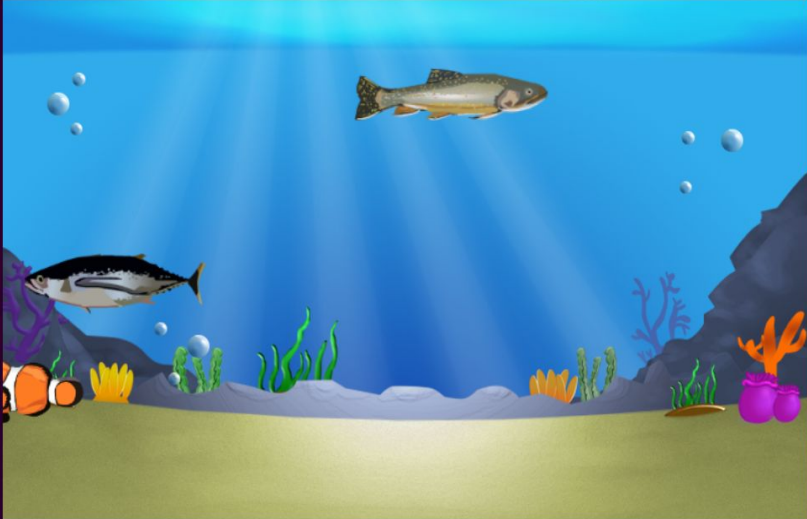
This unit consists of lessons that assume children have begun working on the Chimp Activities in the 2Code tool in Year 1. Children will continue coding using the 2Code tool.

The Chimp guided activities provide further practice of the concepts that the children will be learning and can be used as extension activities. More able children can be encouraged to explore other things that they can change in their programs and experiment with the options available, such as image and scale in 2Code.

More able children can be encouraged to support their peers, if necessary, helping them to understand but without doing the work for them.

# Lesson 1: L.Q. What code is needed to make objects move?

Challenge: Fix the program so the fish move left and right. 🔊



Tuna ← left

Trout → right

Clown ← left


INFO: Move Tuna left  
INFO: Move Trout right  
INFO: Move Clown left  
SUCCESS: It's working now! Thank you so much.


Slow

Next challenge >

⏮ ? ⏪

## Lesson 2: L.Q. What code is needed to make objects hide and reappear?

Challenge: When you click a bubble a different bubble disappears. Can you fix it? 




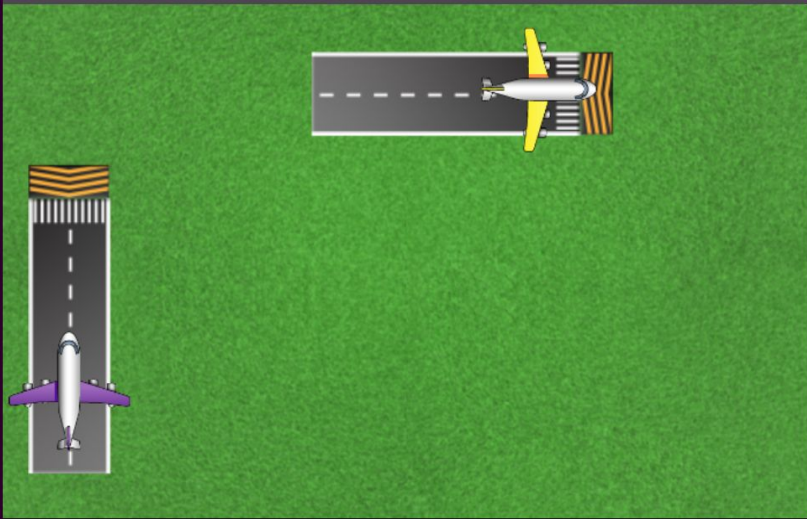
The image shows a Scratch-style interface with a 3D scene on the left and a code editor on the right. The scene contains four bubbles: red, green, blue, and pink. The code editor has four 'when clicked' blocks, each with a 'hide' block attached to a different bubble object. The code is as follows:


```
redBubble up  
greenBubble up  
pinkBubble up  
blueBubble up  
when clicked redBubble  
redBubble hide  
when clicked pinkBubble  
pinkBubble hide  
when clicked greenBubble  
greenBubble hide  
when clicked blueBubble  
blueBubble hide
```



INFO: Create a 'when clicked' block for redBubble  
INFO: Create a 'when clicked' block for pinkBubble  
INFO: Create a 'when clicked' block for greenBubble  
INFO: Create a 'when clicked' block for blueBubble


# Lesson 3: L.Q. Can objects be instructed to move only once clicked?



Challenge: Fix the code so that when you click a plane, the plane that was clicked takes off. 



when clicked  plane

 plane  up

when clicked  yellowPlane

 yellowPlane  right


INFO: Create a 'when clicked' block for plane  
INFO: Create a 'when clicked' block for yellowPlane  
INFO: Move yellowPlane right  
SUCCESS: Challenge completed

Slow








# Lesson 4: L.Q. Do objects need precise instructions even when programmed to move randomly?

Next challenge >

Challenge: One of the snails isn't moving. Can you fix it? 🔊



when clicked  background

- snail1  forward  random (From 1 To 10 ) steps
- snail2  forward  random (From 1 To 10 ) steps
- snail3  forward  random (From 1 To 10 ) steps
- snail4  forward  random (From 1 To 10 ) steps
- snail5  forward  random (From 1 To 10 ) steps

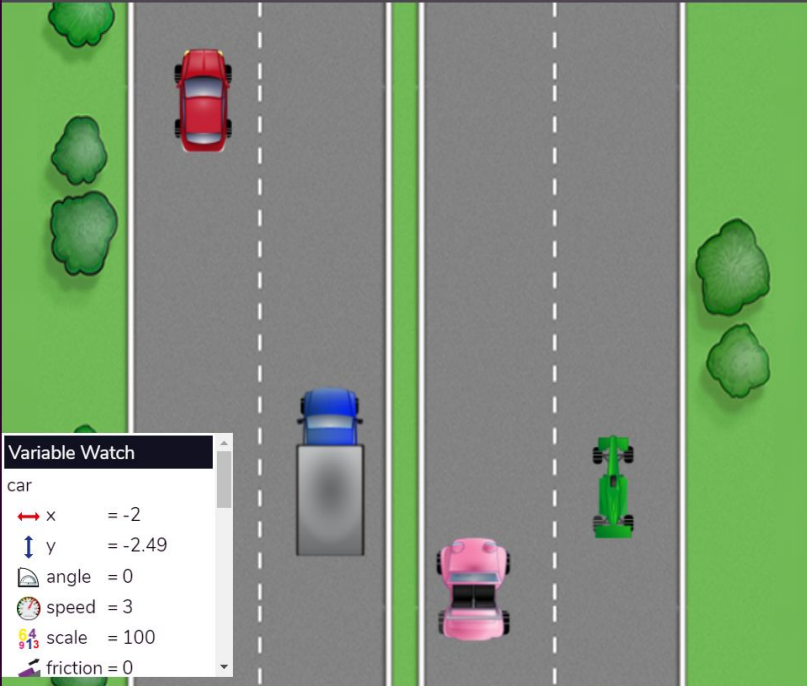
INFO: Move snail1 forward  
INFO: Move snail2 forward  
INFO: Move snail3 forward  
INFO: Move snail4 forward

Fast

# Lesson 5: L.Q. Which objects should be programmed to move at which speeds?

Next challenge >

Challenge: When you click a vehicle a different vehicle starts moving, can you fix it? See Code



Variable Watch

|          |         |
|----------|---------|
| car      |         |
| x        | = -2    |
| y        | = -2.49 |
| angle    | = 0     |
| speed    | = 3     |
| scale    | = 100   |
| friction | = 0     |

when clicked vehicle  
vehicle speed = set to 3

when clicked lorry  
lorry speed = set to 1

when clicked buggy  
buggy speed = set to 2

when clicked racer  
racer speed = set to 5

INFO: Create a 'when clicked' block for buggy  
INFO: Create a 'when clicked' block for racer  
INFO: Press on a vehicle to test.  
INFO: Set the speed of the variable racer

Fast