Computing Outcomes Portfolio

Year 4 - Spring 1
Block Coding (2Code - Gibbon 1)

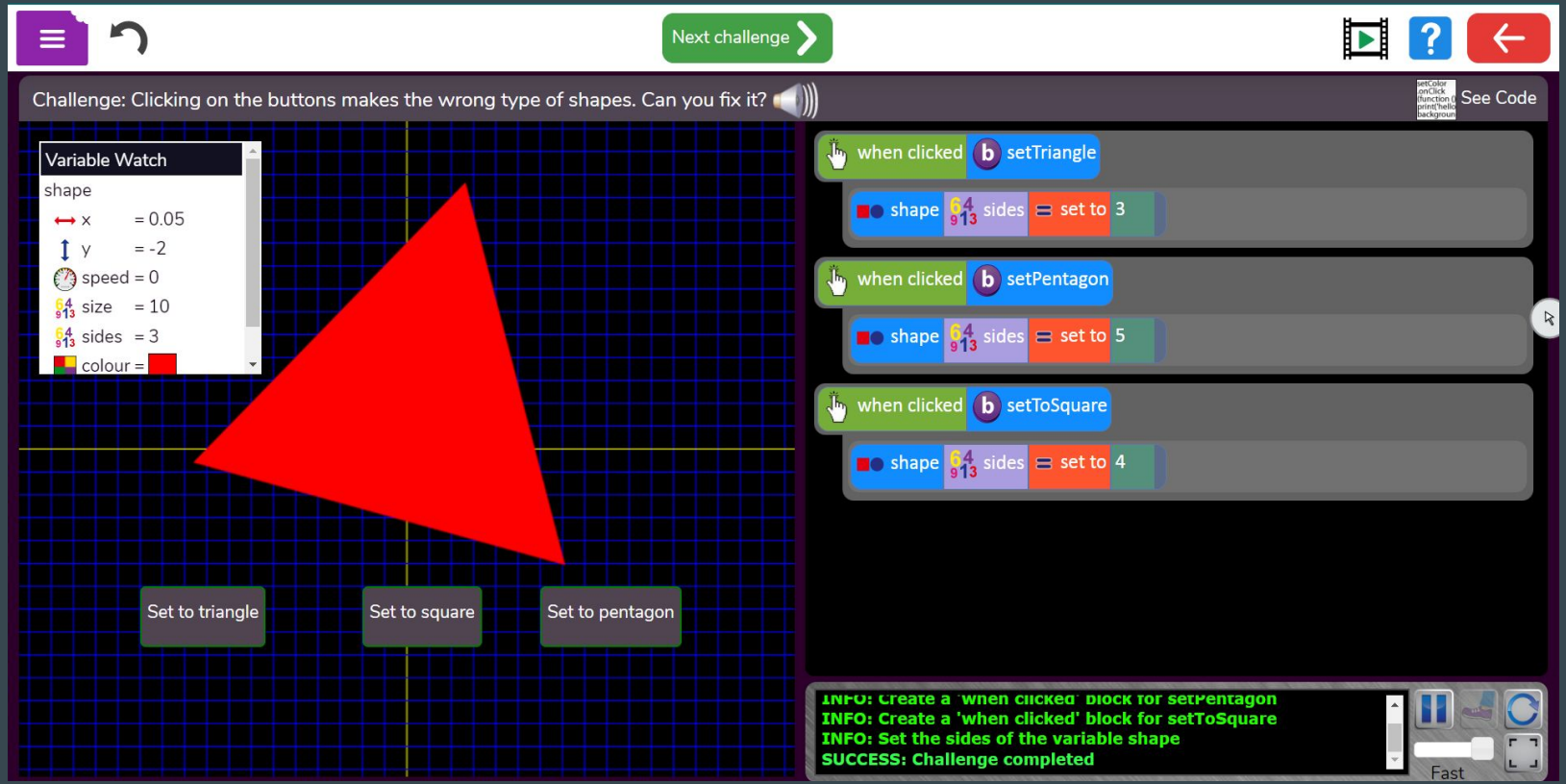
Intent

This unit consists of lessons that continue on from Years 1, 2 and 3. The lessons will be based on the Gibbon activities in Purple Mash's 2Code.

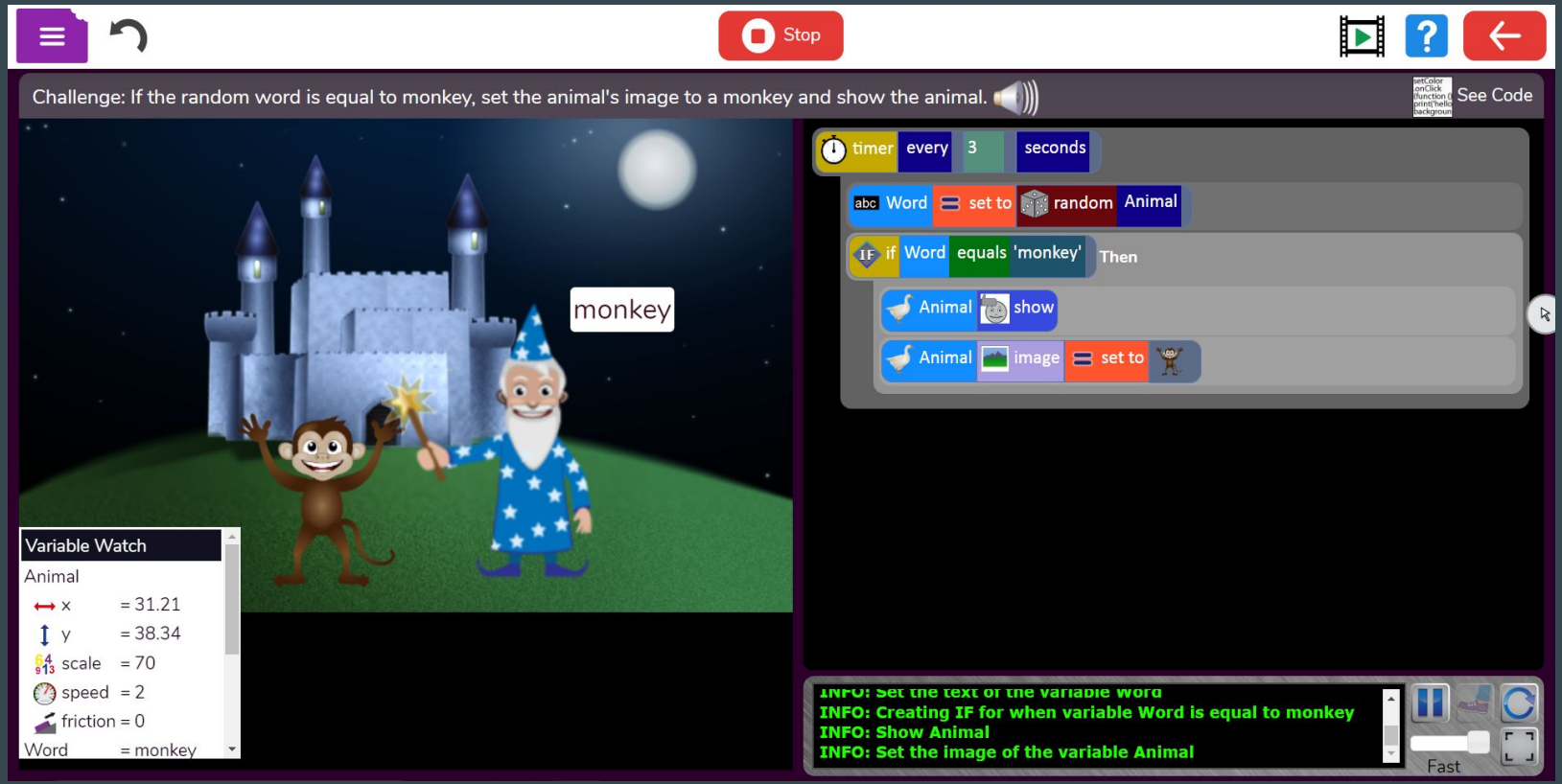
The Gibbon guided activities provide further practice of the concepts that the children will be learning and can be used as extension activities. More able children can be encouraged to explore other things that they can change in their programs and experiment with the options available, such as timers and 'if' statements.

Children will often be able to solve their own problems when they get stuck, either by reading through their code again or by asking their peers; this models the way that coding work is really done. More able children can be encouraged to support their peers, if necessary, helping them to understand but without doing the work for them.

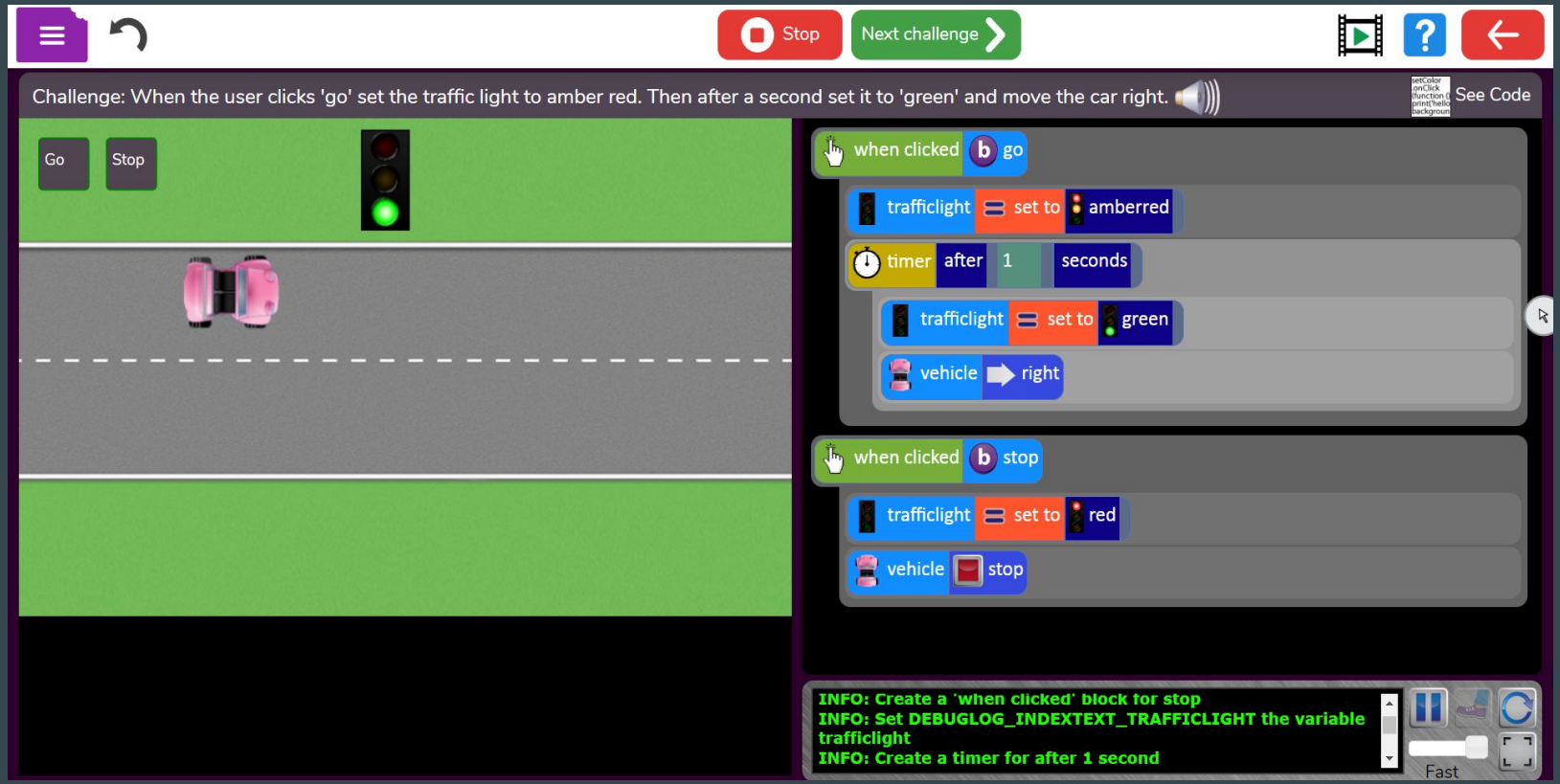
Lesson 1: L.Q. How can the properties of shapes be changed when clicked?



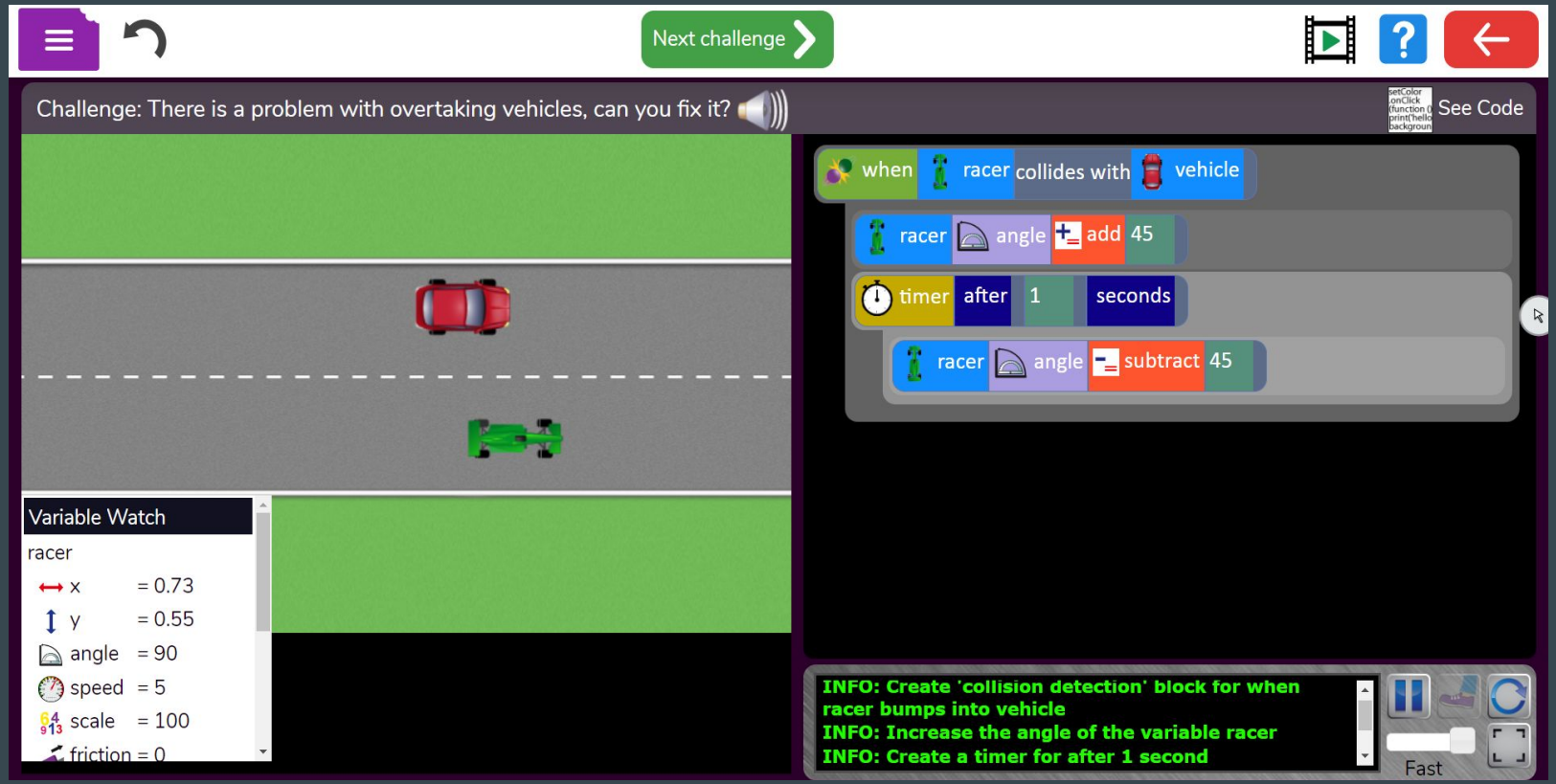
Lesson 2: L.Q. What is one method of programming random words and corresponding images to appear on-screen?



Lesson 3: L.Q. How can a set of traffic lights be coded?



Lesson 4: L.Q. What are the requirements of a program to convert from ounces to grams and vice versa?



Lesson 5: L.Q. Using a timer and the x axis, how can an object's movements be programmed?