Computing Outcomes Portfolio

Year 6 - Spring 1
Block Coding (2Code - Coding Principles)

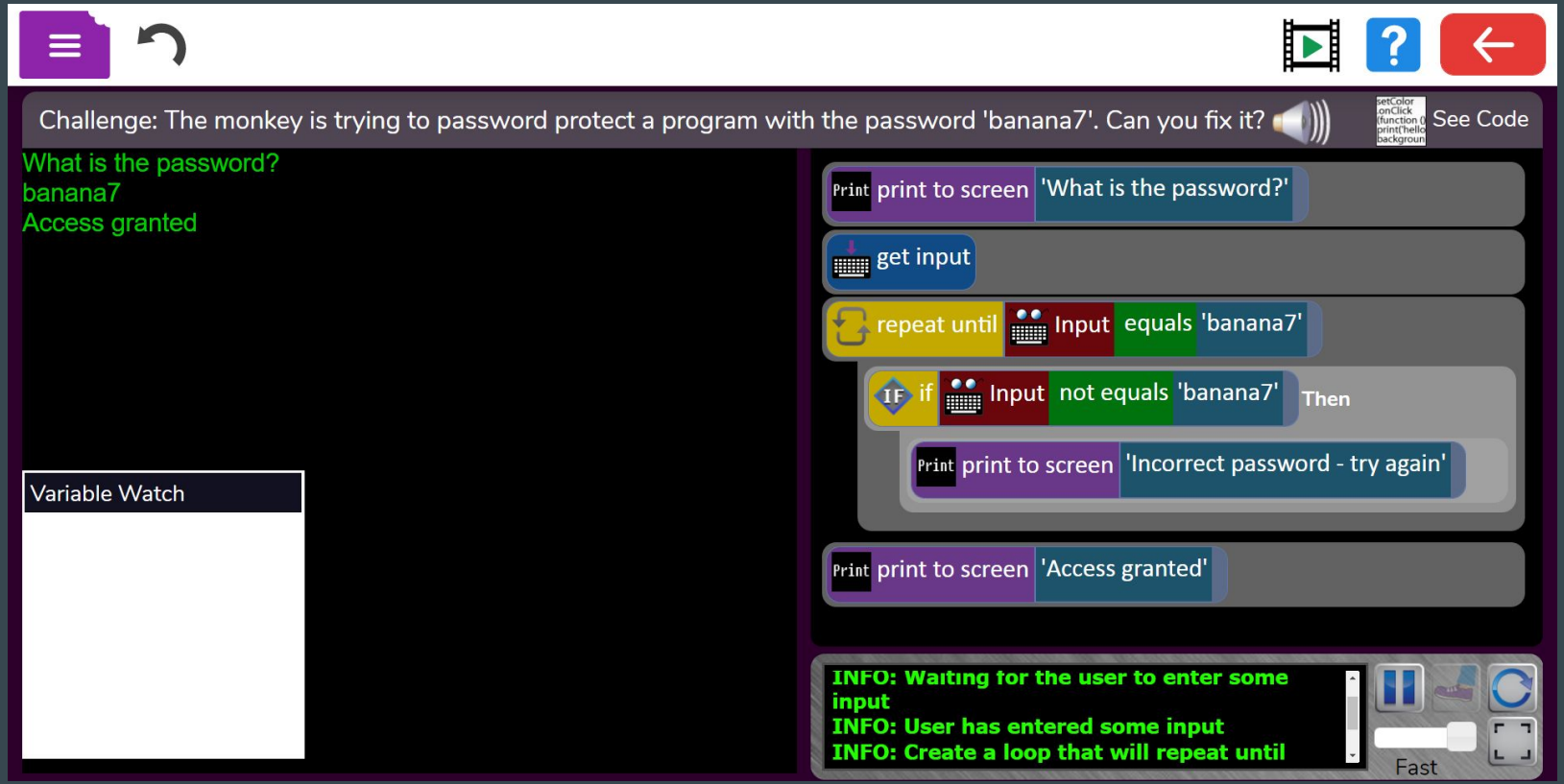
Intent

This unit consists of lessons that continue on from Years 1, 2, 3, 4 and 5. The lessons will be based on the Coding Principle activities in Purple Mash's 2Code.

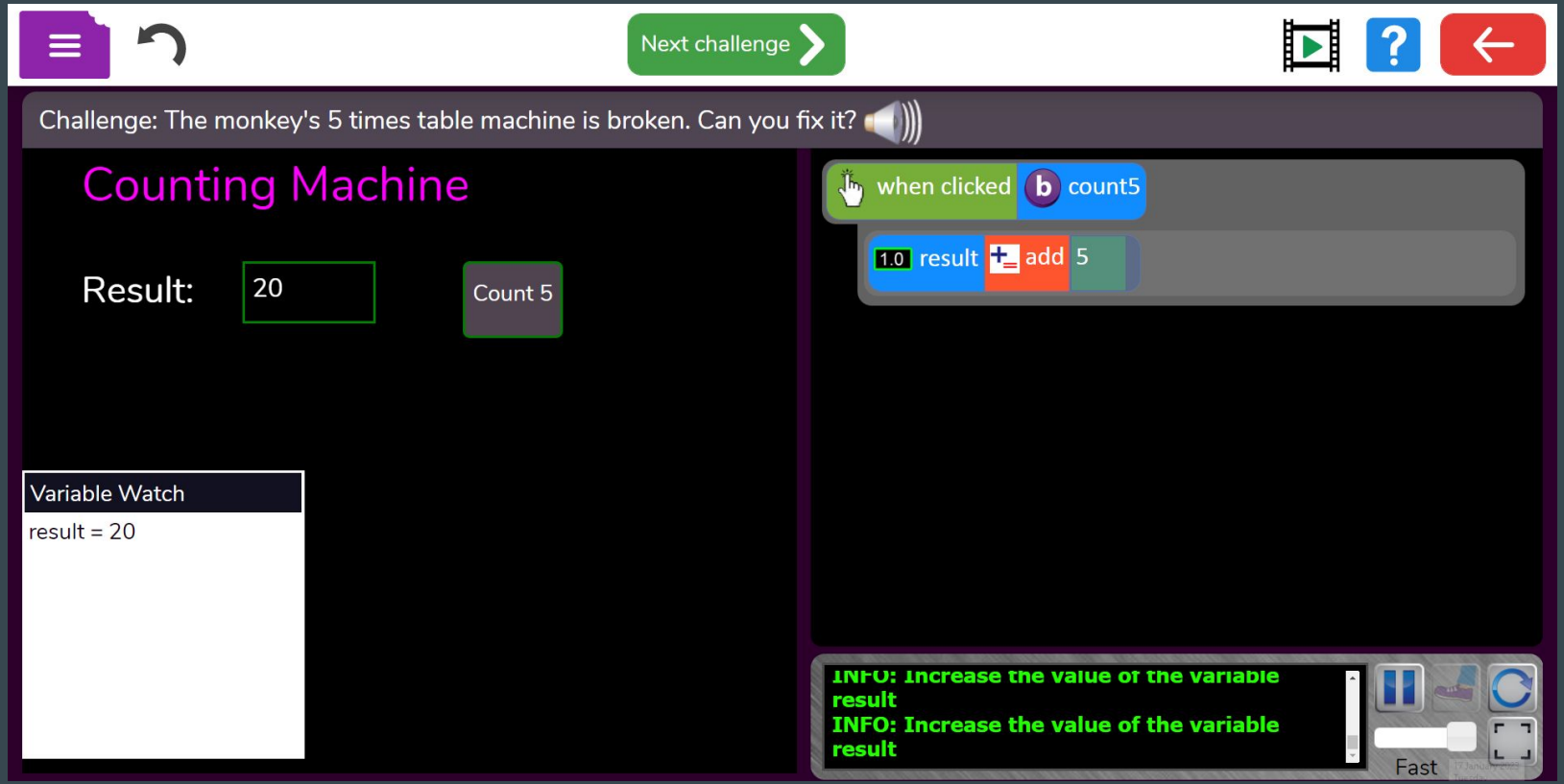
The Coding Principles guided activities provide further practice of the concepts that the children will be learning and can be used as extension activities. More able children can be encouraged to explore other things that they can change in their programs and experiment with the options available, such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

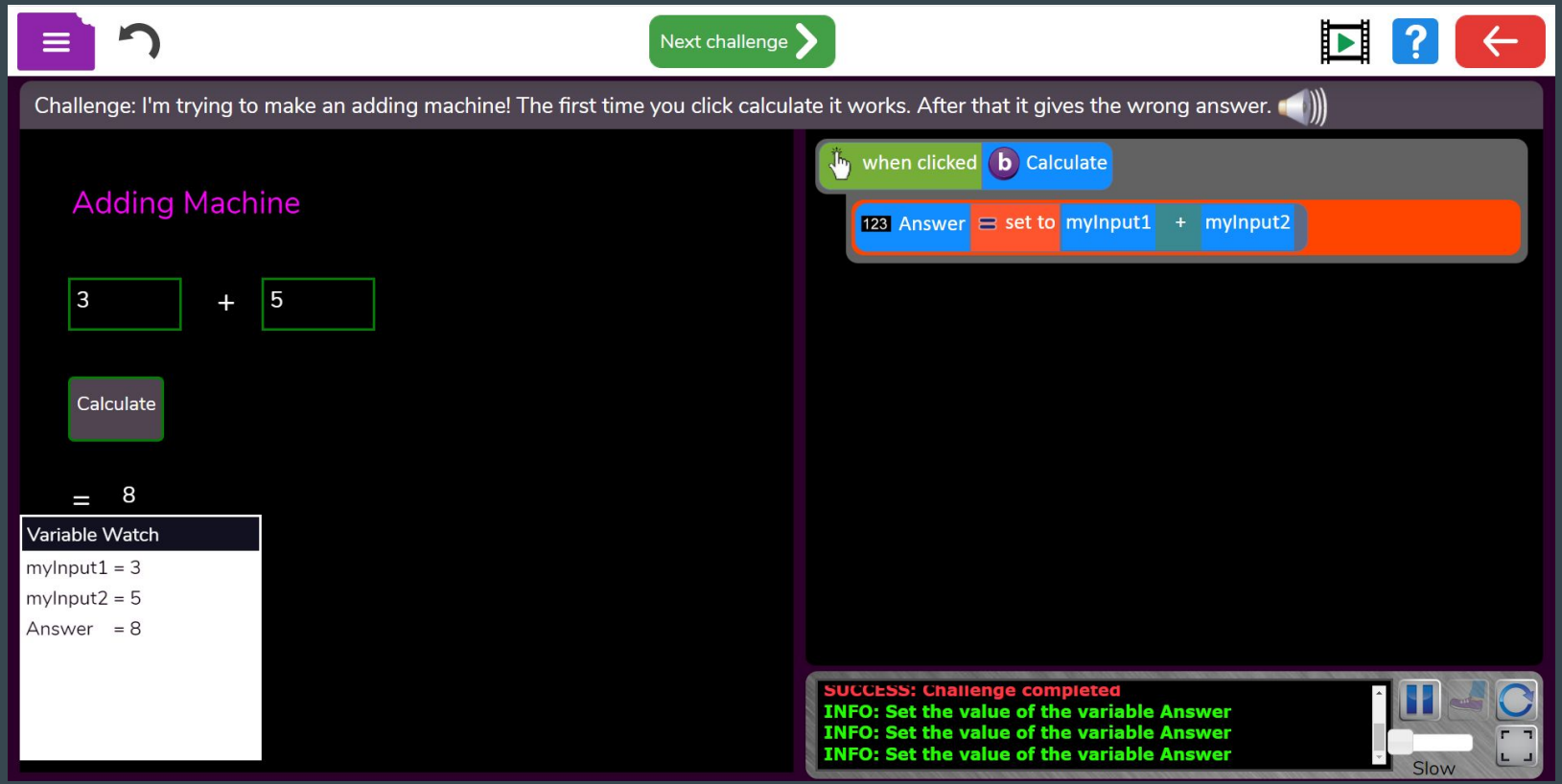
Lesson 1: L.Q. How can input from a user be handled?



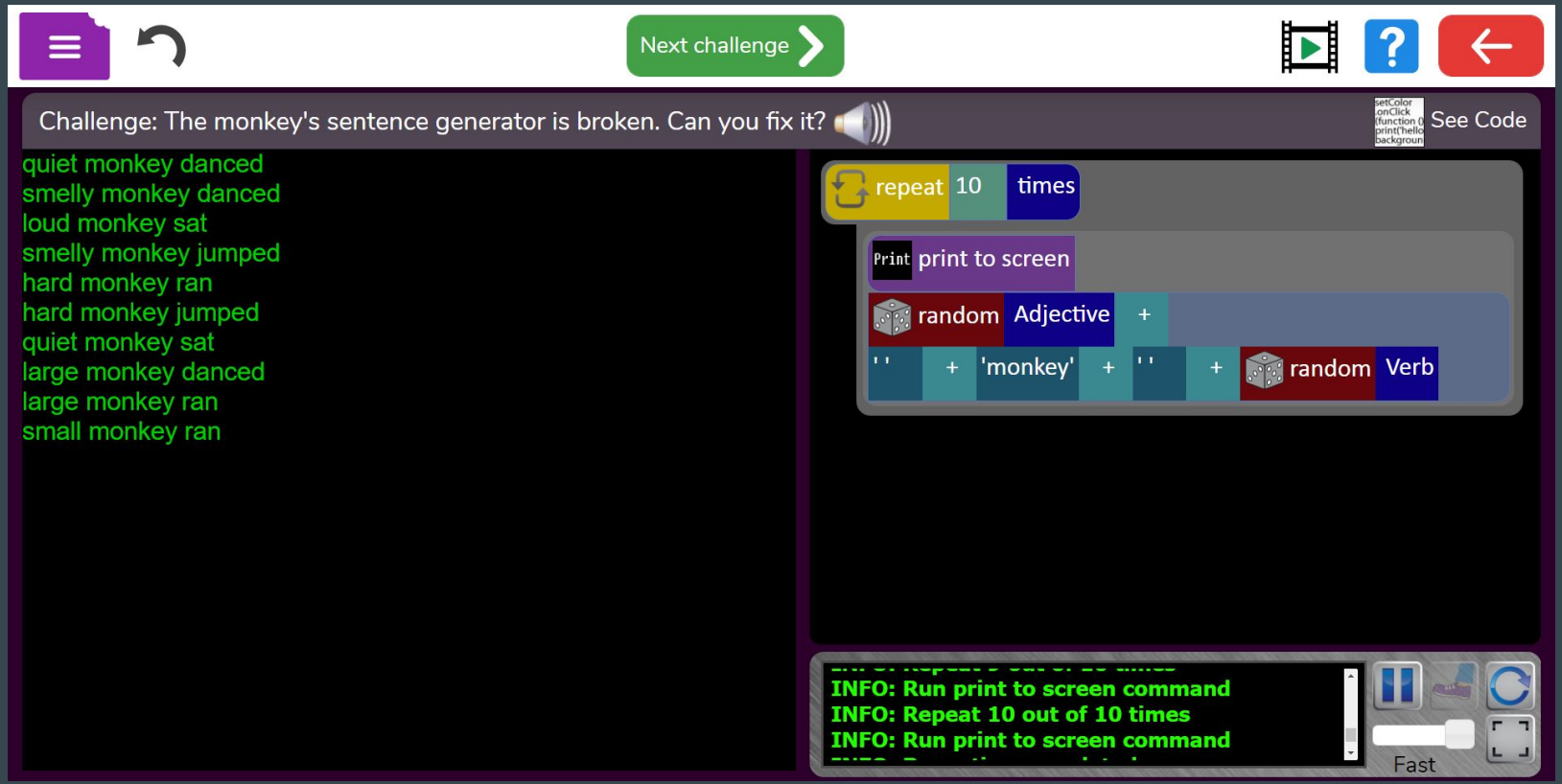
Lesson 2: L.Q. How can programs that calculate sums be created?



Lesson 3: L.Q. How can programs that calculate sums be created?



Lesson 4: L.Q. Can text be programmed to be added together to make random sentences?



Lesson 5: L.Q. Can loops be used to generate a variety of number sequences?