The Creative Learning Journey

Coding, Coding, Coding

Wow Starter: Blow bubbles for the children to burst and relate this to the espresso coding objectives for term

Final Event: Make their own app or game on espresso coding

MATHEMATICS AND COMPUTING

LKS2
• **co14** I can design, write and debug simple programs to control or simulate physical systems
• **co15** I can solve problems by breaking them down into progressive steps
• **co16** I am aware that programs follow a sequence from one instruction to the next
• **co17** I can make a program select a particular set of instructions (using IF-ELSE-END)

• **co18** I can make a program repeat a set of instructions (using FOR-NEXT)
• **co19** I know that a variable is a piece of stored information (numbers or a 'string' i.e. a sequence of characters)
• **co20** I can use a variety of inputs (keyboards/keypads/switches) to enter data into a program
• **co21** I can write a program to produce a variety of outputs (screen displays/ wheel movements/ lights)

Use Espresso Coding to learn that objects can be programmed to do actions
-Coding to Burst the Bubbles
- Coding to Fly the Helicopter
- Make things happen in a sequence creating simple animations and stimulations
-Pupils learn to code with 'if statements', which select different pieces of
 code to execute depending on what happens to other objects.
The children will begin to understand different coding volcabulary in each
lesson
At the end of a sequence of lessons the children will write the code for
their own app or game.

Coding,
Coding,
Coding

Coding, Coding, Coding - Stage Coverage

MATHEMATICS AND COMPUTING

LKS2
- **co14** design, write and debug programs, controlling or simulating physical systems
- **co15** solve problems by decomposing them into smaller parts
- **co16** use sequence in programs
- **co17** use selection in programs
- **co18** use repetition in programs
- **co19** use programs with variables
- **co20** use various forms of input
- **co21** use various forms of output

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