



Making things move

Overview

In this lesson children will learn that when a computer does something it is following instructions called code.

Learning objectives

To understand that when a computer does something it is following instructions called code

Success Criteria

ALL I can write code to make a fish move around the screen

MOST I can make a jellyfish move in more than one direction by choosing different code icons for different directions

SOME I can decide which direction three sea creatures will move in and write code to make this happen

Key words

code, instructions, screen, direction, left/right/up/down, run

Fairy stories

Overview

In this lesson children will consolidate understanding that when a computer does something it is following instructions called code. They will learn that code can represent objects and actions.

Learning objectives

Practise giving instructions to make objects on the screen move when the program starts

Success Criteria

ALL I can write code to make a character move around the screen; I know that a character is an object

MOST I can write code to make different characters go in different directions

SOME I can decide which direction three characters will move in and write the correct code to make this happen

Key words

instructions, code, action, object

Click and go

Overview

In this lesson children will learn that code can be used to make an object do an action when it is clicked on

Learning objectives

Learn how to make objects move when they are clicked

Success Criteria

ALL I can write code to make a big truck move when it is clicked on

MOST I can write code to make different transport objects move in different directions when they are clicked on

SOME I can talk about my transport scene and explain how I programmed different objects to move in different directions

Key words

click/clicked, scene, code, action, object

Another planet

Overview

In this lesson children will learn that giving computer instructions in code is called programming, and consolidate understanding that objects can be programmed to do an action when they are clicked on

Learning objectives

Practise coding to make things move when they are clicked

Success Criteria

ALL I can write code to program a rocket to move when it is clicked on

MOST I can write code to program more than one spacecraft to move in different directions when they are clicked on

SOME I can talk about my space scene and explain how I programmed the different space ships to move without bumping into rocks

Key words

program, programming, click/clicked, scene, code, action, object

Your own app (start)

Overview

In this lesson children will consolidate objectives from Unit 1a Lessons 1-2, they will create a simple program

Learning objectives

Learn to add your own images and make them move when the program starts up

Success Criteria

ALL I can add my own object and write code to make it move

MOST I can add more than one object and write code to make them move

SOME I can design my own scene and explain how my code makes the different objects to move

Key words

program, code, instructions, direction, action, object

Your own app (click)

Overview

In this lesson children will consolidate objectives from Unit 1a Lessons 3-4, they will design and create a simple program

Learning objectives

Learn to add your own images and make them move when they are clicked

Success Criteria

ALL I can add my own object and write code to program it to move when it is clicked on

MOST I can add more than one object and write code to program them to move when they are clicked on

SOME I can design my own scene and explain how my code programmed the different objects to move when they are clicked on

Key words

program, code, instructions, screen, direction, action, object

Burst the bubbles

Overview

In this lesson children will learn that objects can be programmed to do actions at the start or when they are clicked on, they will learn that start and click are events

Learning objectives

Learn how to combine start events and click events to make a simple game

Success Criteria

ALL I can write code to make a bubble pop when it is clicked on

MOST I can write code to make a bubble move when my app starts, and pop when it is clicked on

SOME I can write code to make three bubbles move when my app starts, and pop when they are clicked on

Key words

code, icon, object, action, design, click

Catch the fish

Overview

In this lesson children will consolidate understanding that objects can be programmed to do actions at the start or when they are clicked on, and that start and click are events

Learning objectives

Practise combining start events and click events to make a simple game

Success Criteria

ALL I can write code to program a fish to disappear when it is clicked on

MOST I write code to program a fish to move at the start and then disappear when it is clicked on

SOME I write code to program three fish to move at the start and then disappear when they are clicked on

Key words

click, start, code icon, object, action, save, share

Magic castle

Overview

In this lesson children will learn that start events and click events can be used together, and how to save and share apps so they can be played on different computers and tablets/iPads

Learning objectives

Practise combining start events and click events to make a magic castle. Learn to draw things in the background.

Success Criteria

ALL I can make an app in which a princess can escape from a wizard when she is clicked on

MOST I can make an app in which a wizard chases a prince, and the prince disappears when he is clicked on

SOME I can design a scene for my app and use the 'share' button to save and share it with other people

Key words

click, code icon, object, action, start

Emergency

Overview

In this lesson children will consolidate their understanding that start events and click events can be used together and how apps can be shared and played on different computers and tablets/iPads

Learning objectives

Practise combining start events and click events to make a city. Learn to draw things in the background

Success Criteria

ALL I can write code to program two cars to move towards each other when my app starts

MOST I can write code to program cars to move at the start and stop when they are clicked on

SOME I can design a city scene and explain how I programmed different transport objects to move, stop and disappear

Key words

click, code icon, object, action, start event, click event

My own app (click and start)

Overview

In this lesson children will consolidate objectives from Unit 1a Lessons 1-4, they will design and create simple programs

Learning objectives

Learn to make your own app or game, using click events and start events to make your pictures move

Success Criteria

ALL I can add my own objects and write code to program them to move

MOST I can add my own objects and write code to program them to move and disappear

SOME I can design my own scene and explain how my code makes the different objects move, stop or disappear

Key words

click event, start event, code icon, object, action, app share

My own app (add events)

Overview

In this lesson children will consolidate objectives from Unit 1a Lessons 3-4, they will design and create simple programs

Learning objectives

Learn to make your own app or game. Add your own pictures, and learn to add your own events too.

Success Criteria

ALL I can design and program an app in which an object moves around the screen at the start

MOST I can design and program an app in which objects move in different directions and disappear when they are clicked on

SOME I can design and program an app and explain how I programmed the objects to do different actions

Key words

click event, start event, object, action, share