



## 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