BILSTON CHURCH OF ENGLAND PRIMARY

Subject	Topic/Key Question	Year Group	Term	Time Allocation
Computing (Skills Lesson)	Programming	3	Autumn 2	7 hours

Software/App – Purple Mash – Gibbon

Vocabulary

- Imitate
- Innovate
- Invent
- Remix
- Actions
- Input
- Decisions
- Output
- Algorithms
- Objects
- Variables

Lesson Sequence	Time Allocation	Key Question/ WALT	Teaching Activities	Resources
Lesson 1	1 hour	WALT: Review our coding skills.	In this session children will: ➢ Review coding vocabulary that relates to action, output, control and event. ➢ Use 2Chart to represent a sequential programme design. ➢ Use the design to create and write a programme.	Skills Booklet for Teachers (Can be accessed via LP or Teams in the computing areas) **Lesson 1** **Purple Mash** ➢ Coding vocabulary quiz 2 ➢ Flowchart – Example algorithm. ➢ Vocabulary flashcards.
Lesson 2	1 hour	WALT: create a physical system	In this lesson children will: ➢ Design and write a programme that simulates a physical system. ➢ Explain how their program simulates a physical system, i.e my vehicles move at different speeds and angles. ➢ Describe how they made their vehicle change angles. ➢ Show that their vehicles move at different speeds.	Skills Booklet for Teachers (Can be accessed via LP or Teams in the computing areas) **Lesson 2** **Purple Mash** ➢ Properties video. ➢ PDF for printing. ➢ Writing template.
Lesson 3	1 hour	WALT: use commands	In this lesson children will: ➢ Look at the grid that underlies the design and relate it to X and Y properties.	Skills Booklet for Teachers (Can be accessed via LP or Teams in the computing areas) **Lesson 3**

				➤ Introduce a selection into their programming by using the if command. ➤ Combine a timer I a programme with a selection.	**Purple Mash** ➤ Knights and castles flow chart. ➤ Main2code page
Lesson 4	1 hour	WALT: use variables		In this lesson children will: ➤ Understand what a variable is in programming. ➤ Use a variable to create a timer.	Skills Booklet for Teachers (Can be accessed via LP or Teams in the computing areas) **Lesson 4.** **Purple Mash** ➤ Main 2code page
Lesson 5	1 hour	WALT: use repetition		In this lesson children will: ➤ Create a programme with an object that repeats actions indefinitely. ➤ Use a timer to make characters repeat actions. ➤ Explore the use of the repeat command and how this differs from the timer. .	Skills Booklet for Teachers (Can be accessed via LP or Teams in the computing areas) **Lesson 5** **Purple Mash** ➤ Vocabulary flash cards
Lesson 6	1 hour	WALT: debug		In this lesson children will: ➤ Learn what debugging means. ➤ Understand the need to test and debug a programme repeatedly. ➤ Debug simple programmes. ➤ Understand the importance of saving periodically as part of the code development process.	Skills Booklet for Teachers (Can be accessed via LP or Teams in the computing areas) **Lesson 6** **Purple Mash** ➤ Debugging process ➤ Debug challenges Gibbon

Lesson 7	1 hour	WALT: share our work and evaluate via a platform.	Share your work with another group and allow them to evaluate your game. Questions to consider? How could it be improved to make it better? Can you put these changes into practice? Take a screen shot of your work and add it to Teams or Purple Mash. Share comments and constructive feedback.	➢ Purple Mash (2blog)