

Walbottle Village Primary School - Scheme of Work - Autumn 2019



Espresso Coding Unit 1

Topic Theme and Overview:

As part of this unit children will recap on the skills taught during year one, applying them in a different context. Through the use of fairy stories theme, the children will make characters move, fly and chase around settings.

New vocabulary:

key pressed, event, object, action, program, characters control, character, object, , key pressed, algorithm control, swipe, tap, click,

Supporting Writing:

Non-narrative:

Non-chronological re,
Instructions
Explanation

Supporting Numerac

Position and direc
erals

Trips and Visitors:

Resources:

Ipads
Laptops

Opportunities to assess pupil

progress:

Observation
Questioning
Work outcomes

All: can write code to program a dog to hide and show when different keys are pressed

can program Red Riding Hood to move when a key is pressed

can program Snow White to move in different directions when I swipe the screen

Most: can write code to program numbers to hide when their keys are pressed on the keyboard

can program Red Riding Hood to be able to move in different directions when different keys are pressed can program Snow White to stop when I tap her and design a path for her to follow

Some: can write code to program different cars and animals to move when their number or letter keys are pressed

can design and program an app that challenges my friend to use different keys to make Red Riding Hood follow a path

can design and program an app a in it makes the algorithm work



Tasks/activities informed by National Curriculum:

Learn how to make an object do simple things when keys are pressed on the keyboard

Learn how to move an object on an iPad/ tablet screen using 'swipes'.

Learn how to code an object to change direction when different keys are pressed on a keyboard

Learn how to program buttons to move another object around

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

