

# Year 5 Computing Spring 2021



**CODEMONKEY**

Write code. Catch bananas. Save the world.

# Text-based programming

Tap to make your first app.

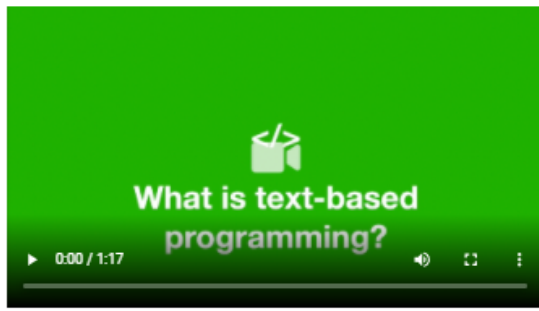


In order to complete this unit, you will need a laptop or computer with a keyboard; unfortunately it will not work on a tablet or phone.

If you are unable to complete this at home please don't worry – we will ensure that there is an opportunity to complete the work in school when we reopen.

The website you will need is:

<https://www.ilearn2.co.uk/197A/>



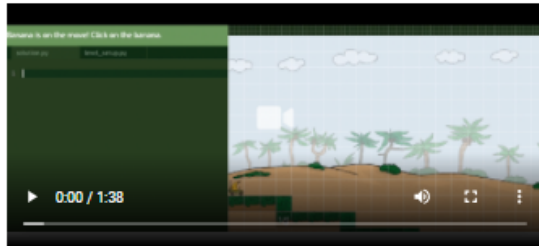
## An Introduction to Text-based Programming Pupil Activity Pack

### What is text based programming?

In the different activities below you are going to be introduced to text-based programming and how it is different to using code blocks (such as Scratch), which you may have used before. These activities will prepare you for the accuracy required for HTML and Python programming. Watch the video for an introduction to text-based programming.

When you get onto the website you will see a series of videos with accompanying information.

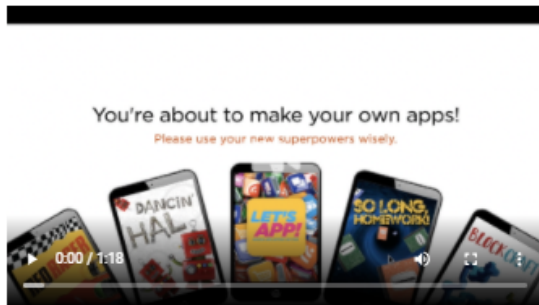
This first video is an introduction to the unit and its aims. Watch this to start.



### 1. Write number variables

Watch the video to learn how to use the [CodeMonkey website](#) to write text-based commands to complete a series of levels by changing the variable (something that changes, such as a number) to program the car to get to the monkey.

After this, there are four numbered videos to introduce activities – each one of these is a lesson. Therefore, this unit is intended to take 4 afternoon sessions for homelearning.

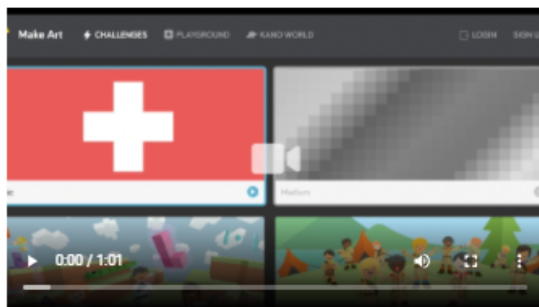


### 2. Write text-based commands with accuracy

Watch the video to learn how to use the [BitsBox website](#) to program simple apps using text-based programming. It is really important you type the text correct to make your apps work!

Some of the apps allow you to change parts of the commands to make the apps work differently, so follow the instructions carefully.

For each session, watch the video and then click the blue link in the information to go to a different website for the activity.



### 3. Write text-based commands to program digital art

Watch the video to learn how to use the [ArtKano website](#) to write text-based commands to program digital art.

There are many challenges on this website!

Each activity requires careful reading of the instructions, and most likely a fair bit of trial and error! Our best advice is to have a go, see what you can do and have fun with it. However far you get – well done for having a go!



### 4. Write text commands/functions to program keyboard inputs in a