

| Topic: Computing - Computer Science | Year group | Term |
|-------------------------------------|------------|------------------------|
| Espresso Simple Inputs | Year 1 | Summer 2 6 sessions |

Background knowledge

Children will have already completed one Espresso unit in the Spring Term where they learned to click and drag objects to make events happen. They will have also learned about giving instructions in computer science when programming Bee Bots.

What should I already know?

That programs work by following clear instructions.
 Programs respond to inputs to do different things.
 That objects move at the start of programs or when they are clicked.
 Some will have made examples of programs which use these inputs.

| National Curriculum Objectives / Key Skills | The Journey |
|---|---|
| <u>Subject intent</u> To stay safe online and understand the positives and negatives of being online. Develop basic computing skills to prepare for the world of work. To understand what algorithms are and how they are expressed using symbols. To create and change simple programs. I know what an algorithm is and I can express simple algorithms using symbols. I can create a simple program. I can run, check and change programs. | <ol style="list-style-type: none"> 1. Learn how to combine start events and click events to make a simple game. 2. Practise combining start events and click events to make a simple game. 3. Practise combining start events and click events to make a magic castle. Learn to draw things in the background. 4. Practise combining start events and click events to make a city. Learn to draw things in the background. 5. Learn to make your own app or game, using click events and start events to make your pictures move. 6. Learn to make your own app or game. Add your own pictures, and learn to add your own events too. Learn to debug someone else's code. |

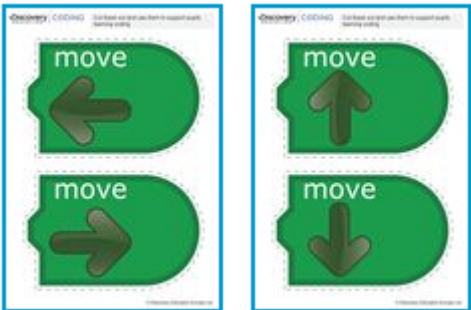



Outcomes

An overview of what children will know / can do

Working towards: Children will practise coding activities where there is a mixture of start events and click events. They will start to understand the use of the hide block. They will select characters to start and characters to click in their own app.

Expected: Children will be combine start events and click events including hiding. They will make their own apps using start and click events, backgrounds, characters.

Exceeding: Children will be combine start events and click events including hiding by making their own apps with backgrounds and characters that match. The children will debug errors in codes.

| Key Vocabulary | Timeline / Diagrams |
|---|---|
| <p>App - a computer program or piece of software that you can download onto a mobile phone or other mobile device.</p> <p>Background - The graphics behind the main objects on screen.</p> <p>Characters - the objects that move on the screen.</p> <p>Debug - To correct mistakes or problems in a computer program.</p> <p>Event - An event is something that happens such as a mouse click, key press, or something that happens after an amount of time.</p> <p>Hide - To make an object disappear.</p> <p>Start event - an event which happens as soon as the app starts running.</p> |     |

Key people / places

"Writing code is a young person's job." Michael Crichton

Assessment questions / outcomes

What is a start event?

How do you make an object disappear?

What block do I need if I want my object to not move anymore?

Which button do I click if I want to add a character?

Which button do I click if I want to give my app a background?

What word do we use for fixing the problems in our code?