



CODING

Overview

This term we will be using a great coding app call Scratch Jr to teach the students the basic principals of code structure. The app revolves around creating characters that you can give instructions to in a graphical way rather than typing in lines and lines of code.

Week 1 - The Basics

This week the teacher will go over the workspace and basic controls. Students will learn how to create characters and make them move and talk. They will also learn how to change the scene (background) to their work. This weeks challenge will be to create an animation with two characters moving and talking using instruction blocks.

Week 2 - You are the Character

The focus this week is sending 'trigger' messages from one character to another. The receiving character will take action when it gets the message. As a bit of fun the students will also learn how to make themselves one of the characters in their animation.

Week 3 - Loops and collisions

This week we are focussing on loops which is a fundamental coding principal. Students will be using loops to repeat blocks of movement and also to detect collisions...very important if you are designing a game!

Week 4 - Coding a Story

Using skills learned so far, the students will be creating their own animated story using code blocks. Key elements that they will include:

1. Importing themselves as characters
2. Movement
3. Recording sounds and using them in the code
4. Changing scene
5. Messages and triggers
6. Collisions

Week 5 - Finishing and Evaluating Stories

Students finish their coded stories and evaluate each others work.

Week 6 - Wacky Races

Sending messages to multiple characters using coloured triggers.

