Computing

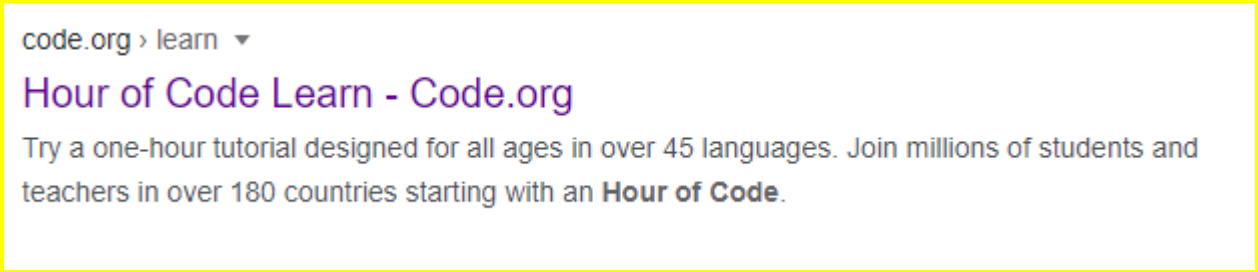
WALT investigate how to give basic code instructions and debug my mistakes.

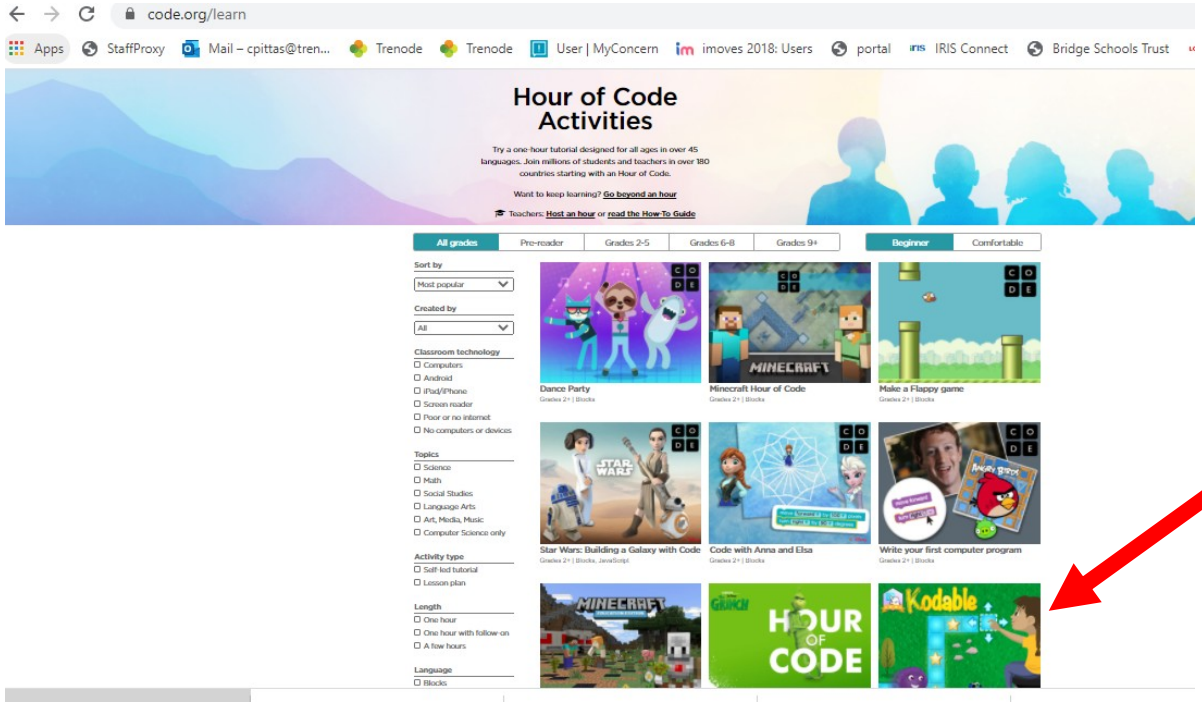
In this Computing lesson, the children will use a computer programme called 'Kodable'. They will have a go at following the instructions to programme. When they have made a mistake, the children will be able to go back and correct it. This is called debugging. Follow the instructions for how to get started (on the next pages). As soon as you have logged in to the programme, it tells the children clearly what to do and how to go from one level to another.

Type: code.org/learn into the tool bar

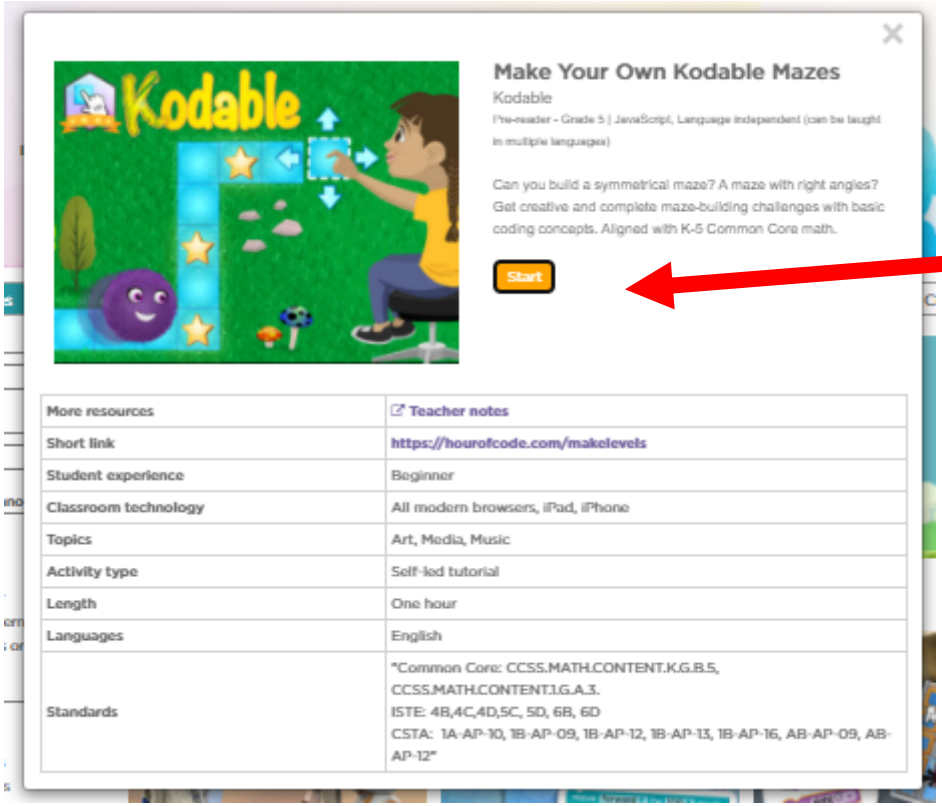
OR

Type 'hour of coding' into Google and choose:





Click on Kodable


Kodable
Make Your Own Kodable Mazes
Kodable
Pre-reader - Grade 5 | JavaScript, Language independent (can be taught in multiple languages)
Can you build a symmetrical maze? A maze with right angles? Get creative and complete maze-building challenges with basic coding concepts. Aligned with K-5 Common Core math.
Start
More resources
Teacher notes
Short link
https://hourofcode.com/makelevels
Student experience
Beginner
Classroom technology
All modern browsers, iPad, iPhone
Topics
Art, Media, Music
Activity type
Self-led tutorial
Length
One hour
Languages
English
Standards
"Common Core: CCSS.MATH.CONTENT.K.G.B.5, CCSS.MATH.CONTENT.1.G.A.3.
ISTE: 4B,4C,4D,5C, 5D, 6B, 6D
CSTA: 1A-AP-10, 1B-AP-09, 1B-AP-12, 1B-AP-13, 1B-AP-16, AB-AP-09, AB-AP-12"

Click Start

Select 'Play Online'

Hour of Code / Make your own Kodable mazes

Make your own Kodable mazes

Play online ▶

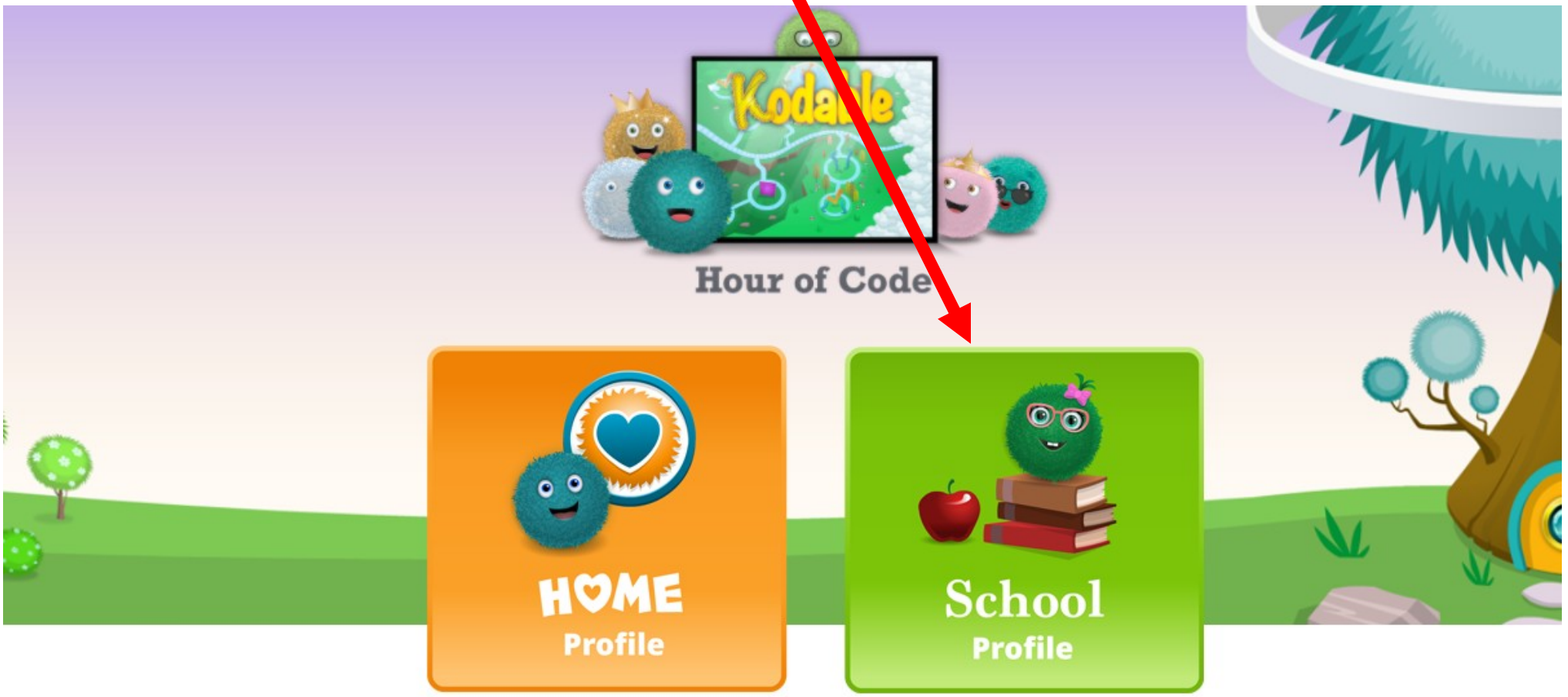
Download on the App Store

About the Lesson *Recommended grades K-2*

Can you build a symmetrical maze? A maze with right angles? Get creative and complete maze-building challenges with basic coding concepts. Aligned with K-5 Common Core math.

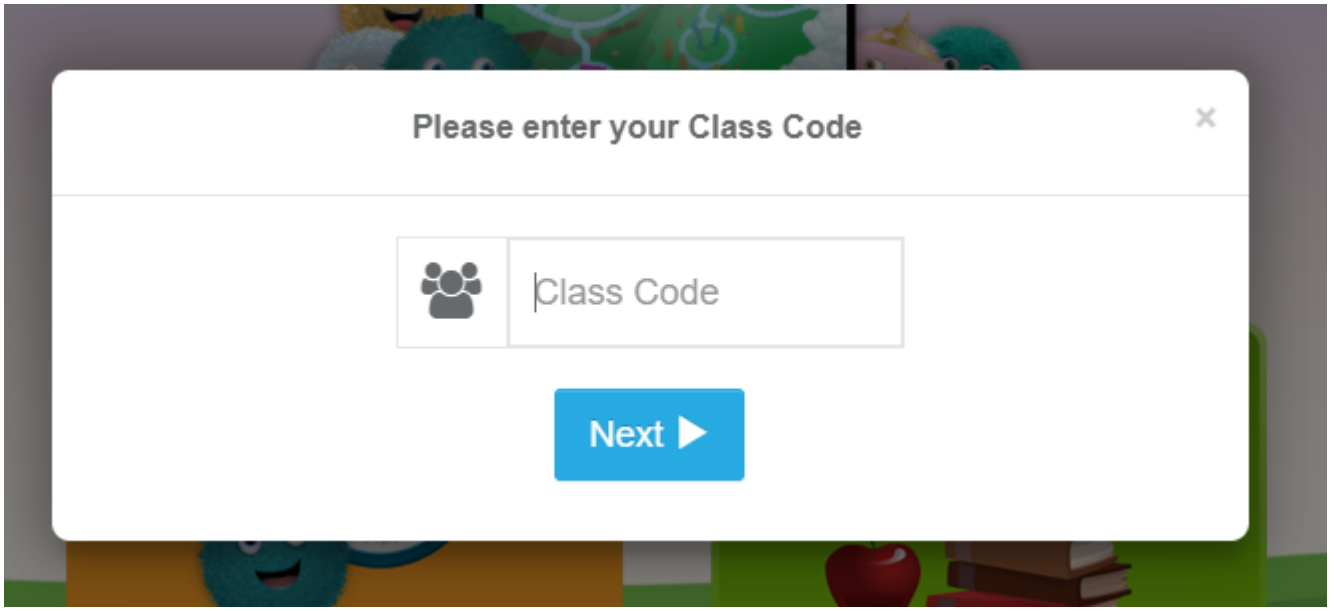
Students will be guided through five puzzles, then prompted to design their own maze and code the solution.

Select 'School Profile'

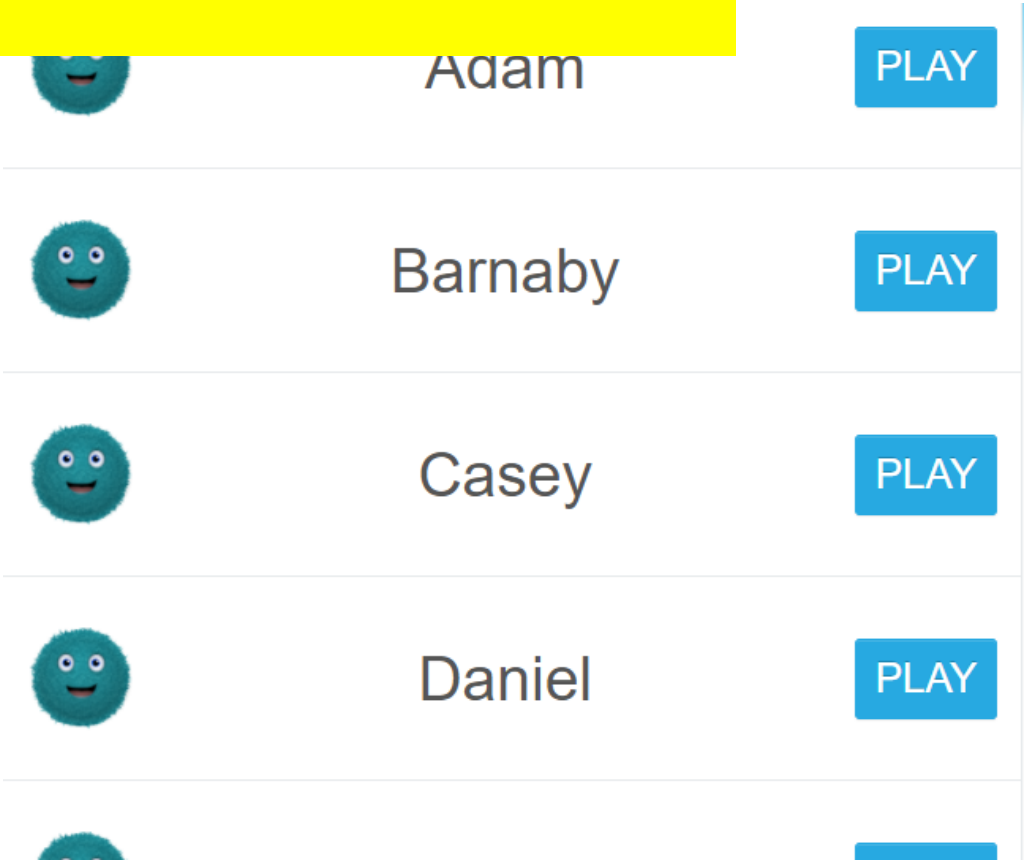


Type our school code:

e4if3f8

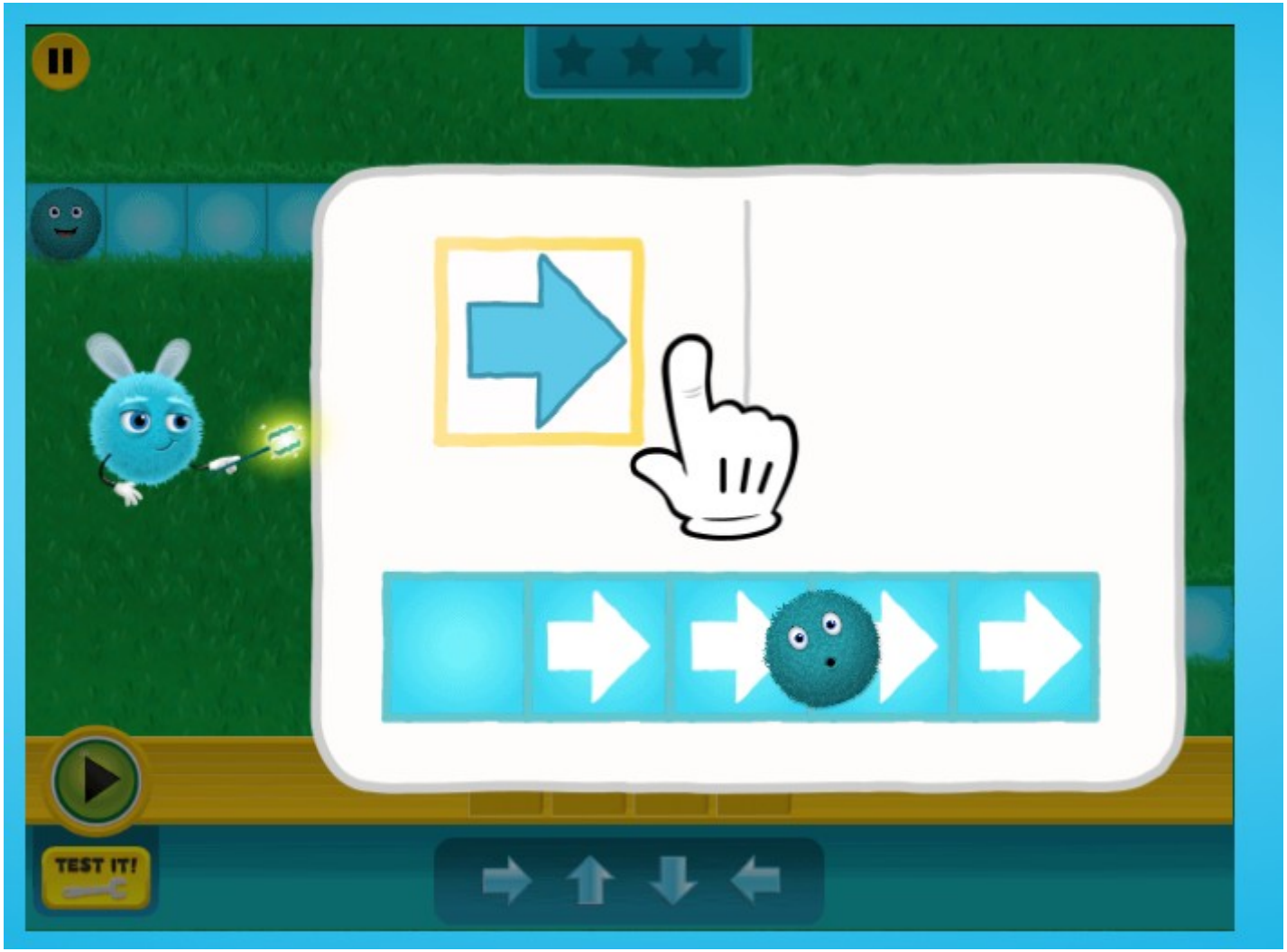


Click on PLAY next to your name



Click on MAKE LEVELS

EYFS and Y1 begin on Kindergarten and Year 2 begin on First Grade Please.

Click the number

Let the computer tell you how to play