Lower Key Stage 2 - Session 8
Applying their programming knowledge to play and evaluate a game challenge

Objectives

- Apply their understanding of repetition and selection to solve their partner's challenge using the **repeat until** and **if… do…** statements
- Evaluate their partner's game
- Reflect on and assess their own learning

Resources

- Challenge evaluation sheet created by class (or adapted from LKS2-S7-1)
- Self-Assessment sheet LKS2-SA

Vocabulary

- Program
- Repetition, selection
- Create, design
- Evaluate, check, debug

Let's get started

Recap on the class evaluation sheet you have prepared and explain that they are going to try each other's challenge and then evaluate it. Explain how to access the saved challenges and find your partner's created game *[fig S8.1]*.

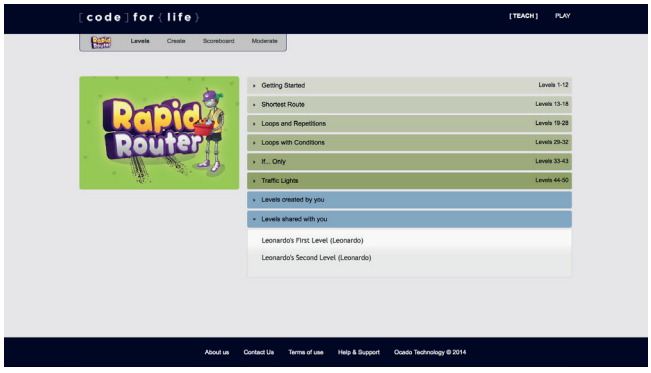


fig S8.1

Practical activity

Try out their partner's challenge and complete the challenge evaluation sheet. For ideas, there is an example of an evaluation sheet, LKS2-S7-1 *[fig S8.2]*.

Discuss their solution with their partner.

Share and review

Ask one pair to tell the group about their challenges, and to evaluate them.

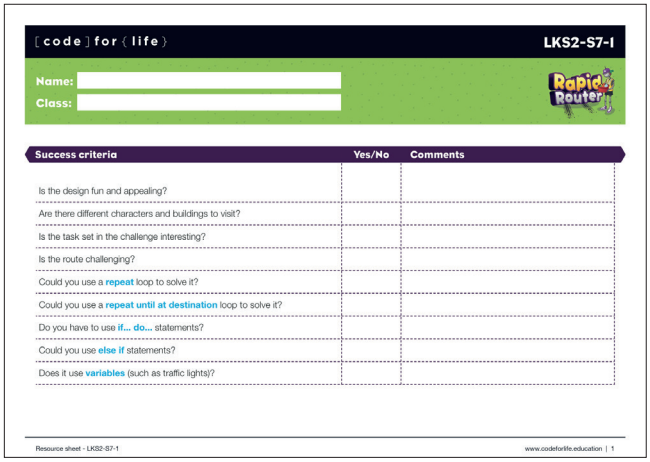
What did you enjoy about the challenge?

Can you explain what you liked best?

Could there be other programming solutions to the challenge?

What programming skills have you learnt?

Give the children time to evaluate what they have learnt and complete the Self-Assessment sheet, LKS2-SA *[fig S8.3]*.



[code] for { life } LKS2-S7-1

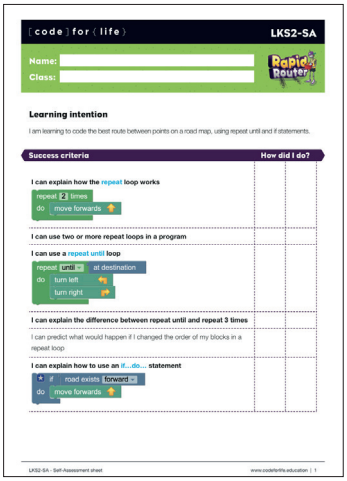
Name:

Class:

Success criteria	Yes/No	Comments
Is the design fun and appealing?		
Are there different characters and buildings to visit?		
Is the task set in the challenge interesting?		
Is the route challenging?		
Could you use a **repeat** loop to solve it?		
Could you use a **repeat until at destination** loop to solve it?		
Do you have to use **if... do...** statements?		
Could you use **else if** statements?		
Does it use **variables** (such as traffic lights)?		

Resource sheet - LKS2-S7-1 www.codeforlife.education | 1

fig S8.2



[code] for { life } LKS2-SA

Name:

Class:

Learning intention

I am learning to code the best route between points on a road map, using repeat until and if statements.

Success criteria	How did I do?
I can explain how the **repeat** loop works	
I can use two or more repeat loops in a program	
I can use a **repeat until** loop	
I can explain the difference between repeat until and repeat 3 times	
I can predict what would happen if I changed the order of my blocks in a repeat loop	
I can explain how to use an **if...do...** statement	

LKS2-SA - Self-Assessment sheet www.codeforlife.education | 1

fig S8.3