Key Stage 1 Session 10 Try out a partner's route



- Complete a programming challenge set by a peer
- Use sequence and repetition independently
- Evaluate and debug their program independently

Resources

• KS1 Self-Assessment sheet KS1-SA

Vocabulary

- Evaluate, progress
- Code skills, logical thinking
- Computer scientist, programmer

Let's get started

Choose a child to launch Rapid Router, load their saved challenge and then explain what their partner has to do.

Individual activity

The children try out their partner's challenge.

They should complete their Self-Assessment sheets [fig S.10.1] to assess their learning. More advanced children can do this electronically and take a screenshot of the completed route and code, adding this to their Self-Assessment sheet.

Share and review

Share a few challenges, with children taking turns to present their work.

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Can you explain how your program works?

Can you explain what your code means?

What types of programming have you done?

How is the computer making the van or character move?

What have you learnt, using this app?

Option: Use a screen recorder, such as the Interactive Whiteboard Smart Recorder, to record the van moving along a child's programmed route. Use this video in a class presentation or e-book about the project.

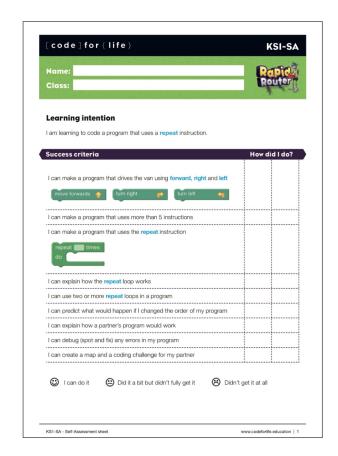


fig S10.1

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