

Computing 22-23

Year 1 – Programming (Purple Mash- Fun with fish)

Remember when:

Drag and drop, left click, instructions

Key vocabulary

By the end of the unit children must:

- move the fish right
 - move the crab left
 - debug the instruction to make the fish move right or left
 - make a little program to make the fish move when clicked
- Explore the bubble activity

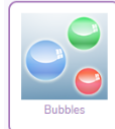
programming
up
down
left
right
when
clicked

National curriculum:

- Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.
- Create and debug simple programs.
- Use logical reasoning to predict the behaviour of simple programs.

Software

Purple Mash



Title / Focus

Lesson outline

Lesson 1

LO- To create a code
SK- Move Tuna fish right

Load Fun with Fish game.
Drag tuna fish into the code bar select move right, press play.

GD – Get tuna fish to move left and right.

Lesson 2

LO- To create a code
SK- Move Crab left

Load Fun with Fish game.
Drag crab into the code bar select move left, press play.

GD – Get crab to move up and down.

Lesson 3, 4

LO- To create a code and debug errors
SK- make a little program to make the fish move when clicked

Load Fun with Fish game.
Select number 3.
Select tuna fish, trout and clown fish and move to right, press play.

GD – Get the tuna fish to move right to left.
- Get trout to move up and down.
- Get clown fish to move right to left.

Working towards

End of Unit Assessment
Working at Age related expectations

Working at a greater depth