Computing 24-25

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 algorithm up down left right when clicked debug code code bar

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