

Move It, Move It

Junior/Middle Primary

Curriculum

Digital Implementation

Use data to solve simple tasks/problems

Use visually represented sequenced steps (algorithms)

Vocabulary

Algorithm- A list of steps that you can follow to finish a task.

Program- An algorithm that has been coded into something that can be run by a machine.

Overview

Students will realise that in order to perform a task they need to give clear instructions and use a common language.

Lesson Steps

- Introduce the vocabulary and purpose for the task.
- Lay the cards on the floor using 1 start card and 1 smiley face. The start card is placed face up, the smiley face is placed face down.
- Students use their arms to show the direction in which they want their partner to move.
- The difficulty of the directions increases as the students become more confident.
- Ensure that students know that they are creating a program for their partner.

Extension

The difficulty of this task could be increased by introducing turns and angles.

Activity available on code.org