

These guided activities would be good preparation for learning free code: all Gorilla activities.

This lesson is planned as a 40 minute lesson with a 10 minute homework activity. Please adapt it to your school's requirements.

School:	Class: Year 6	Lesson: Extension lesson	Subject: Computing	Date:
Lesson Overview	Objective, LOs & SCs			Free Code Activity
In this lesson the students will use all of their previously learned coding knowledge to create a program that shows their coding skills. They will do this by creating a program based on a topic they are learning in another area of their studies. They will use at least 2 buttons that launch windows to separate websites that provide further information on the topic.	NC Objective: Create a computer program. Learning Outcomes: <ul style="list-style-type: none"> • I can explain what internet safety is. • I can use my coding knowledge to create a program that explains a topic I am learning in school. • I can include 2 buttons that launch windows to 2 separate websites that provide further information in my program. Success Criteria: <ul style="list-style-type: none"> • I can use my coding knowledge to create a program that explains a topic of my teacher's choice. • I can include 2 buttons that launch windows to 2 separate websites that provide further information in my program. 			Free Code Gorilla http://www.purplemash.com/app/code/openended/freecodegorilla

New Vocabulary	Link/s to other subjects	Differentiation	Assessment Opportunities	Resources Needed
Button Launch		Include students to be aware of and notes for support staff. SEN: can use free code chimp with support from staff. LA: can use free code gibbon . Extension Activities: open ended activity.	<ul style="list-style-type: none"> • Programs • Writing up of programs • Observing how ch work together 	<ul style="list-style-type: none"> • Computer/iPad per child • IWB • Internet connection • Purple Mash login for all children

Introduction (5-10mins)	Activities (25mins)	Plenary (5-10mins)	Homework (10mins)
<p>Today we will be using our knowledge of coding to create a website about a topic we are learning in class (choose a current topic you are teaching in, e.g. history etc.)</p> <p>Use Offline Resource pack to review vocab of all coding terms covered so far. Play games like matching, pairs etc. for 5-10 mins on tables or in pairs for children to review their knowledge.</p>	<p>Open Free Code Gorilla on IWB and demonstrate use of BUTTONS (similar to OBJECTS and are found in DESIGN MODE) and LAUNCH command. (SCREENCAST)</p> <p>Children should work in pairs using the 2Code Game Planner or their 2Code workbooks to design their program. They should plan what the program should do and how it will explain their topic. An example of a program is two characters moving on command with text that prints to the screen that introduces the topic. Another character could tell users to click on a button to find out more information which would launch a website.</p> <p>Pupils should include at least 2 buttons that launch 2 separate websites that link to more information on why people should stay safe on the internet. Pupils should think about how they can use their coding knowledge to create this program.</p>	<p>Children should save their work to a shared folder so they can look at each other's programs.</p> <p>Students show their programs on the IWB.</p>	<p>No homework or to finish off their programs.</p>