

Computing –Espresso Coding – Buttons and Instructions

Year Two



Button

Program

Direction

Run

Execute

Control

Click

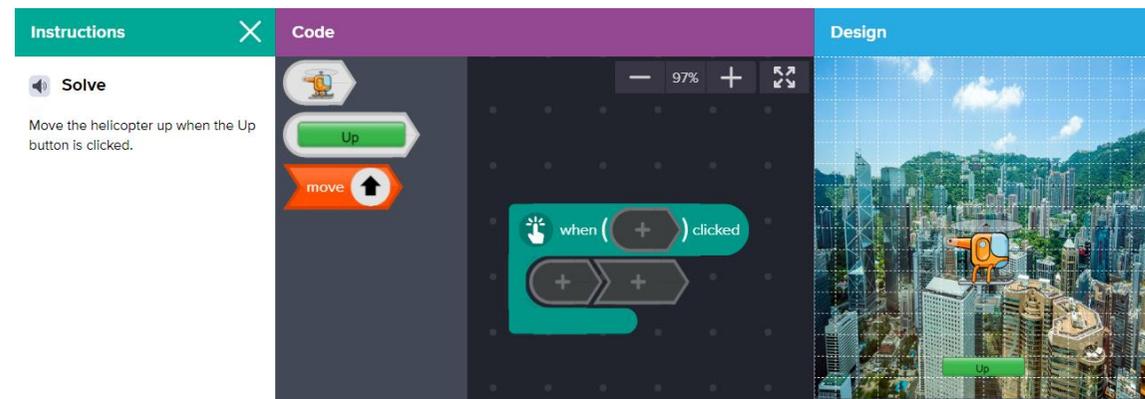
Algorithm

By the end of this unit you will have created your own code to make an object perform an action. You will be able to debug a code if needed.

Important information



You will build upon your previous knowledge of navigating around a laptop. You will turn the computer on and off independently as well as load up Espresso Coding, entering the username and password.



You will use Espresso Coding to write codes to make objects perform an action when a button is clicked. You will see that different buttons can be used to cause different actions to happen. You will then consolidate your understanding that code can be used to make objects move in particular ways when buttons are clicked. You will also explore making objects hide when a button is clicked. You will begin to explain how to debug a code.

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	Lesson Question	What you will learn	Learning Review
1	Can you explain how the helicopter can be moved in different directions, using the word 'buttons'?	You will learn to write a code where a helicopter performs an action when a button is clicked on the screen. You will explain the algorithm for the program to a friend.	
2	What happens when you click the button?	You will help a bird chase its breakfast and consolidate your understanding that code can be used to make objects move when buttons are clicked. Practise thinking logically to explain your code to others.	
3	Can you explain what should happen when you click the 'spell' button?	You will add more types of actions to your code so you can use buttons to help a witch track down her naughty cat, and even click a button to cast a disappearing spell.	
4	How do you debug a code?	You will feed a hungry monster called Migbod as you combine different kinds of buttons and actions in your code. While Migbod eats his fruit, you'll also consider the process of debugging a program.	
5	If you made a mistake during the coding process what did you do to fix it?	In this lesson you will use your coding knowledge to fix the mistakes in a variety of programs.	