

Kodable Activity

In this activity, children will work on iPads to program a fluffy character. They will need the same understand that they needed in the Beebot activity and will be using basic arrow commands.

What do I need?

- iPads with the app Kodable installed - small groups 1:1 or 1:2?
- Computers on website: <https://www.kodable.com/> (teacher may need to sign up for free first)

Teacher Background Information - Why are we doing this?

The hardest part about programming is giving the computer the correct instructions - the algorithm. At this early stage, children practise giving the computer careful instructions. They should be encouraged to try it and if it doesn't work, try and fix it (this is called 'debugging') as opposed to trying to get it right the first time. Trial and error is what most programmers will do - constantly checking their code for bugs and fixing them as they go...not at the end when the program is complete!

This activity will be slightly trickier than the Beebot one as they're having to think about instructions not related to them. If they need to, encourage them to turn the iPad to work out which direction the fuzzy should turn.

Setup

The iPads should already have the app Kodable installed and for this age group it would be fine to have it loaded and ready to go (there are a few screens to say you're a child and select the level etc. which the teachers can have gone through before the start of the activity)

Start all children on level 1 and they can move at their own pace.

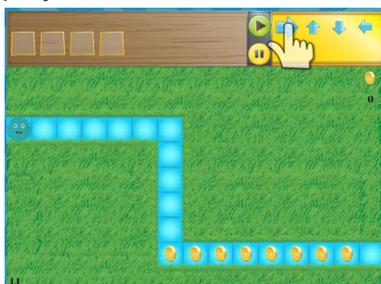
What do I do?

Make the link with the Beebot activity - giving instructions, using directions and debugging mistakes.

Explain they will be programming a fuzzy:



Show the children the maze that they have to complete and model giving instructions by dragging the arrows into the box and then pressing 'play'.



Children work through levels at their own pace. Teacher to decide when to finish the activity.