



PREPARATION

THEME: CODING PLAYMATES

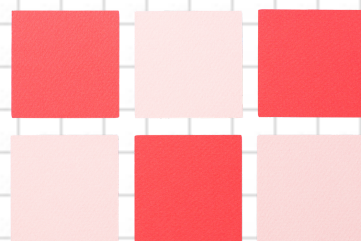
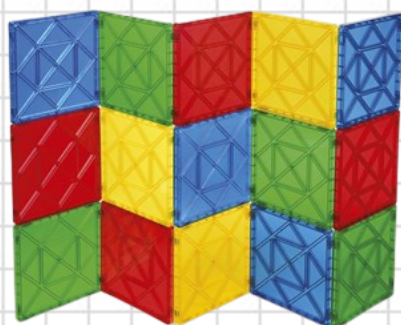
MYSTERY BAG

FAVOURITE TEDDY OR FIGURINE



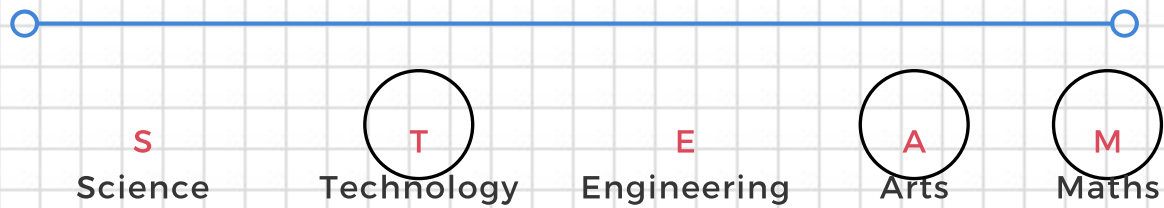
EXPLORATION RESOURCES

- PAPER
- PEN OR PENCIL
- COLOURED PENS
- SQUARE TILES LIKE
MAGNATILES OR PRE-CUT
SQUARES OF CARD OR PAPER
(APPROX 20 SQUARES)



EXPLORATION

THEME: CODING PLAYMATES



Questions/Ideas:

Following Code: Let's make pictures for different movements (hopping, jumping, spinning round). What should I draw to show that? Now let's put the cards in different orders to follow the code.

Sequencing: What order do we do things in the morning? Let's put each thing on a piece of paper? If we muddle them up can we put them back in the right order? What about the things we do to go to bed?

Coding Directions: Let's use the squares to make a path to get our teddy home. Let's make another path. Now can we give our teddy the directions to get home? Can we use arrows too?

Learning:

Technology: Code is like a set of instructions; Matching images to actions; Following a Code; Sequencing and logic; Directional code

Arts: Thinking of images to represent actions; (Creating images for actions - older children)

Maths: Counting squares; Ordinal numbers (first, second, last etc); Directional language (forward, right, left, turn)

Problem Solving: Creating and identifying different routes

