Mastering the Code: Creating Your Own Digital Adventure

Learning objective: I can write a clear, instructional guide explaining how to create a simple computer program.

About 15 minutes. Grown-up tip: Ask your child to explain the logic of a simple household task, like making toast, as if they were teaching a robot.

Today you are writing a guide for younger students about how to build a program. Think like Kit the fox—break your ideas down into logical steps. Use clear, imperative verbs (e.g., 'click', 'select', 'drag').

Worked Example: To start your project, first select the 'Background' button on the left side of your screen.

Programming is like giving a set of precise instructions to a computer to help it solve a problem or play a game.

Word bank: sequence · algorithm · variable · debugging · loop · event · command · consequently · furthermore · subsequently

1. Introduction: Define what an algorithm is in your own words and explain why it is important for a programmer to have a clear plan before they start coding. (2 marks)

2. Step-by-Step Instructions: List three specific steps a user must take to create a simple movement command in a block-based coding environment. (3 marks)

3. Troubleshooting: Explain what 'debugging' means. Describe a situation where a programmer might need to use this skill. (2 marks)

4. Applying Logic: If you wanted a character to repeat an action ten times, which programming feature would you use and why? (2 marks)

5. Evaluation: Why is it important to test your program after adding every new block of code? Give a reason. (2 marks)

Extension challenge: Challenge: Write a short 'bug' scenario where a code sequence fails. Then, write the corrected version of the algorithm to fix it.



I did it! Name: _____ Date: _____

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