

# iProgram: iCode Lite Level 1

## Course Evaluation Criteria

**Y1: We would expect all children in Y1 to attain statements 1-7. If any of statements 8-10 are attained, those pupils are exceeding expectations.**

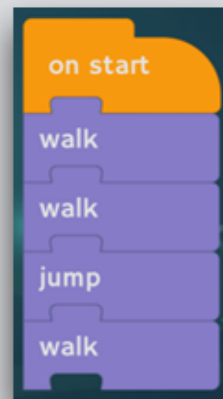
1. Pupils know what a computer is.
2. Pupils know another word for instructions is algorithms.
3. Pupils know repeats are used to shorten code.
4. Pupils understand that computers make decisions based on conditionals.
5. Pupils know why code is given to machines to complete tasks.
6. Pupils know what a function is.
7. Pupils can write their own code for a character.
8. Pupils can confidently add loops into their code.
9. Pupils can use multiple functions in their code to complete tasks.
10. Pupils can use conditionals to solve a puzzle on the app Hopscotch.

## Course Overview

**Course overview:** During iCode pupils will use games to learn key coding skills. The course will start by looking at everyday tasks and thinking about the thought behind a series of problems within the app 'Kids Coding'. This will culminate in students learning how to use more complex coding apps for their age like Hopscotch and using the word algorithm with ease.

**Learning Outcome for the course:** To learn to program simple shapes on the app Kids Coding. To understand how to write in steps and be able to demonstrate when writing code. To be able to use code to solve problems.

## Tynker



The code starts when we press play.

This tells the character to walk one space.

This tells the character to jump.

## Apps Used



**Kids Coding**

**Daisy the Dinosaur**



**Code Karts**

**Tynker**



**Hopscotch**

## Vocabulary Bank

**Computer**

*An electronic machine that follows instructions.*

**Algorithm**

*A set of instructions for a computer to follow.*

**Repeat**

*Instructions that happen more than once.*

**Conditional**

*WHEN something happens... THEN do the instruction.*

**Function**

*The name for an instruction in programming.*

**Coding**

*Writing computer programs.*