



Junior

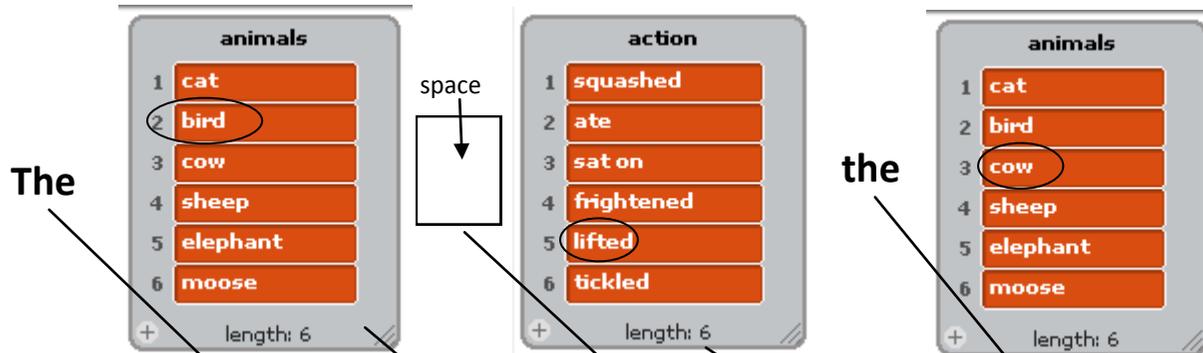
computer science



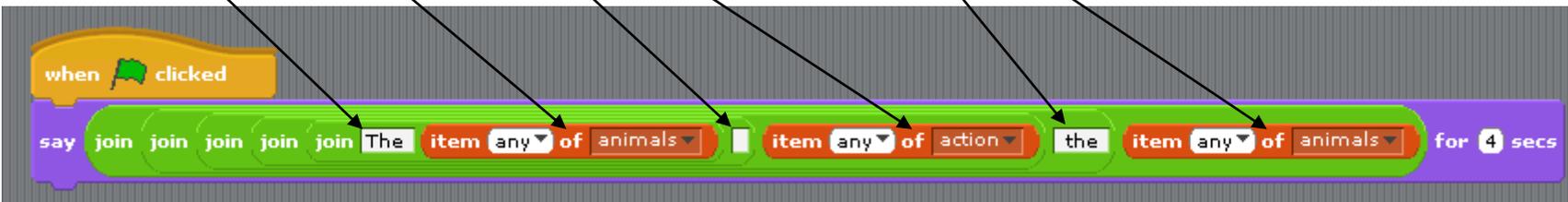
Program Aim Can the users create a program that generates words or phrases

Computer Science Concepts

- Creating a list to store information
- Combining items from lists



The bird lifted the cow



There are so many literacy or humorous things you can do with this idea. Pupils could create random words for KS1 pupils to read by combining a word starter list and a word ending list. You could generate a random story start by combining random places and random feelings. You could show pupils the basics and let them decide what to do with it. Watch out for the random romance generator, list of names loves list of names and the random insulter, list of names is list of insults. These may not be conducive to class wellbeing but will lead to a lot of programming!

Teaching Introduction

Write a list on a board at the front of the class with six class names on it. Roll a dice to choose a child. Use the list to ask question, admonish children, choose who to praise, who to complement etc. Explain that programmers can use lists as well. Show the class how to make an identical list called names using Scratch. Use a join to add some text to the name. Test the program and give pupils time to create it. If your class have used Scratch a lot why not drag the blocks out and let them puzzle out how they fit together. After pupils have tested this basic idea move onto your theme.

Code is expanded on next page

Random Word or Sentence Generator



Junior

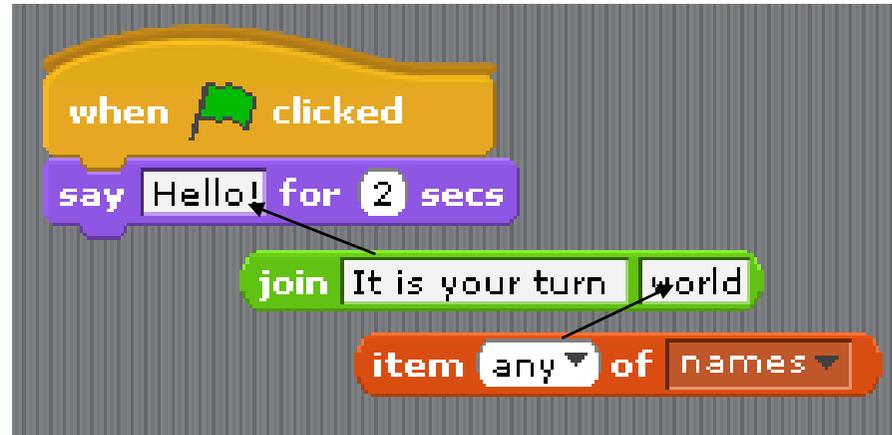
omputer science

Random Word or Sentence Generator P2

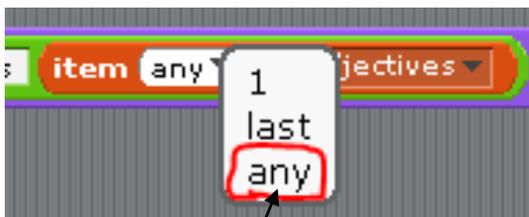


Click Variables then make a list

Type in the name of the list



Click the + symbol to add things to the list



Drop down the menu and select any

Don't forget to leave extra spaces in the joins if you need spaces between words.

Combine joins inside joins if you need to join multiple lists.



Tick the lists to show them and un tick them to hide them the words in the list will remain shown or hidden

