

# Sequence Activities

Simple activities to help pupils understand sequence before they use it in programming

## Aims

Pupils will gain a clear understanding of basic sequence through fun role play.

## Sequence Defined

A set of instructions that follow each other

Write up somewhere that sequence is a set of instructions that follow each other.

You need two or more instructions to make a sequence.

*Activity One is a good place to start combined with one other activity.*

### Activity One

Teacher gives a pupils two or three spoken commands such as

Stand up, Sit down, Poke your tongue out

Teacher starts the sequence through saying run

Repeat with other students a couple of times.

Pupils take turns to give each other two or three instructions and starting the sequence through saying run.

### Activity two (pupils need one whiteboard and pen each)

Teacher lists some simple commands on the board.

Teacher demos writing a sequence of instructions from top to bottom and giving it to a student to run (start) in order.

Pupils write simple sequences no more than six instructions on their boards and swap boards to run the instructions

### Activity Three

Teacher gives simple actions to three children.

Teacher arranges them in any physical order from left to right and runs the sequence. The starting pupil does their action fully before the next and so on.

Pupils work in groups of four.

Each pupils choses an action. Each child takes it in turns to physically order their group and run (start) the sequence.

Groups double up at the end to make larger groups.

### Activity Four (Same as three but with sounds instead)

