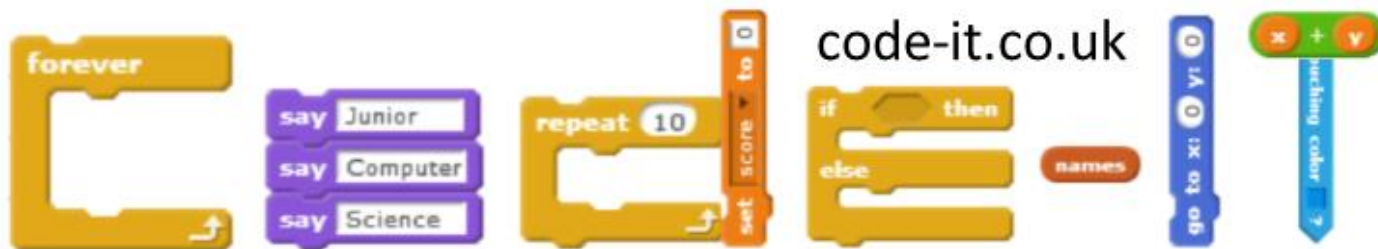


# Everyday Computing Concepts

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Develop one concept at a time.

Start with the everyday understanding of the concept using this resource

Then roleplay the concept using the concept before coding resource

Finally create a programming project that uses the concept

# Everyday Sequences

# Everyday sequences

## Giving directions

- Go down the hill
- Turn left onto the road
- Past the small shop
- It has a green door



[Picture by Hannah Donovan](#)

# Everyday sequences

## Teacher instructions

- Pack away
- Stack your chairs
- Get your coats
- Line up ready to go



[Picture by KalvinKalvin](#)

# Everyday sequences

Does the order the children carry out the instructions matter?

## Teacher instructions

- Pack away
- Stack your chairs
- Get your coats
- Line up ready to go



[Picture by KalvinKalvin](#)

# Everyday sequences

Does the order the children carry out the instructions matter?

## Teacher instructions

- Pack away
- Stack your chairs
- Get your coats
- Line up ready to go



[Picture by KalvinKalvin](#)

The order does matter for this sequence but it might not always matter for every sequence.

# Everyday sequences

## Satnav instructions

- Head east
- Turn left
- Turn right
- Turn right



Head east on Stanton Rd towards Prince of Wales Ave



0.3 miles



Turn left onto Regents Park Rd



400 feet



Turn right onto Waterhouse Way



0.1 miles



Turn right onto Waterhouse Ln



Google Maps



# Everyday sequences

## Satnav instructions

- Head east
- Turn left
- Turn right
- Turn right

Does the order matter?



Head east on Stanton Rd towards Prince of Wales Ave



0.3 miles



Turn left onto Regents Park Rd



400 feet



Turn right onto Waterhouse Way



0.1 miles



Turn right onto Waterhouse Ln



Google Maps

# Everyday sequences

## Satnav instructions

- Head east
- Turn left
- Turn right
- Turn right

Does the order matter?

The order is very important for this sequence but it might not always matter for every sequence.



Head east on Stanton Rd towards Prince of Wales Ave



0.3 miles



Turn left onto Regents Park Rd



400 feet



Turn right onto Waterhouse Way



0.1 miles



Turn right onto Waterhouse Ln



Google Maps

# Everyday Repetition

# Everyday repetition

## Music loops

Can you think of any other songs with loops?

I know a song that will  
get on your nerves }  
Get on your nerves } repetition  
Get on your nerves }  
I know a song that will  
get on your nerves }  
Get on your nerves } repetition  
Get on your nerves }  
I know a song that will  
get on your nerves x3 } repetition

<https://www.youtube.com/watch?v=1mgpZ3gaYv0>

# Everyday repetition

## Dance loops

Which parts  
of the dance  
are repeated?



[Better when I'm Dancing - Meghan Trainor - Easy Kids Dance Warming Up Video - Choreography](#)

# Everyday repetition

Dance loops

Which parts  
of the dance  
are repeated?



[Brain Breaks - Action Songs for Children - Happy Dance - Kids Songs by The Learning Station](#)

# Everyday Conditional Selection

Choices made that affect the outcome

# Everyday selection

If you don't tidy your room  
I will be very cross





# Everyday selection

condition



If you don't tidy your room  
I will be very cross



action



# Everyday selection

If you do your jobs  
I will pay your pocket money

What is the condition?  
What is the action?



# Everyday selection

condition



If you do your jobs

I will pay your pocket money



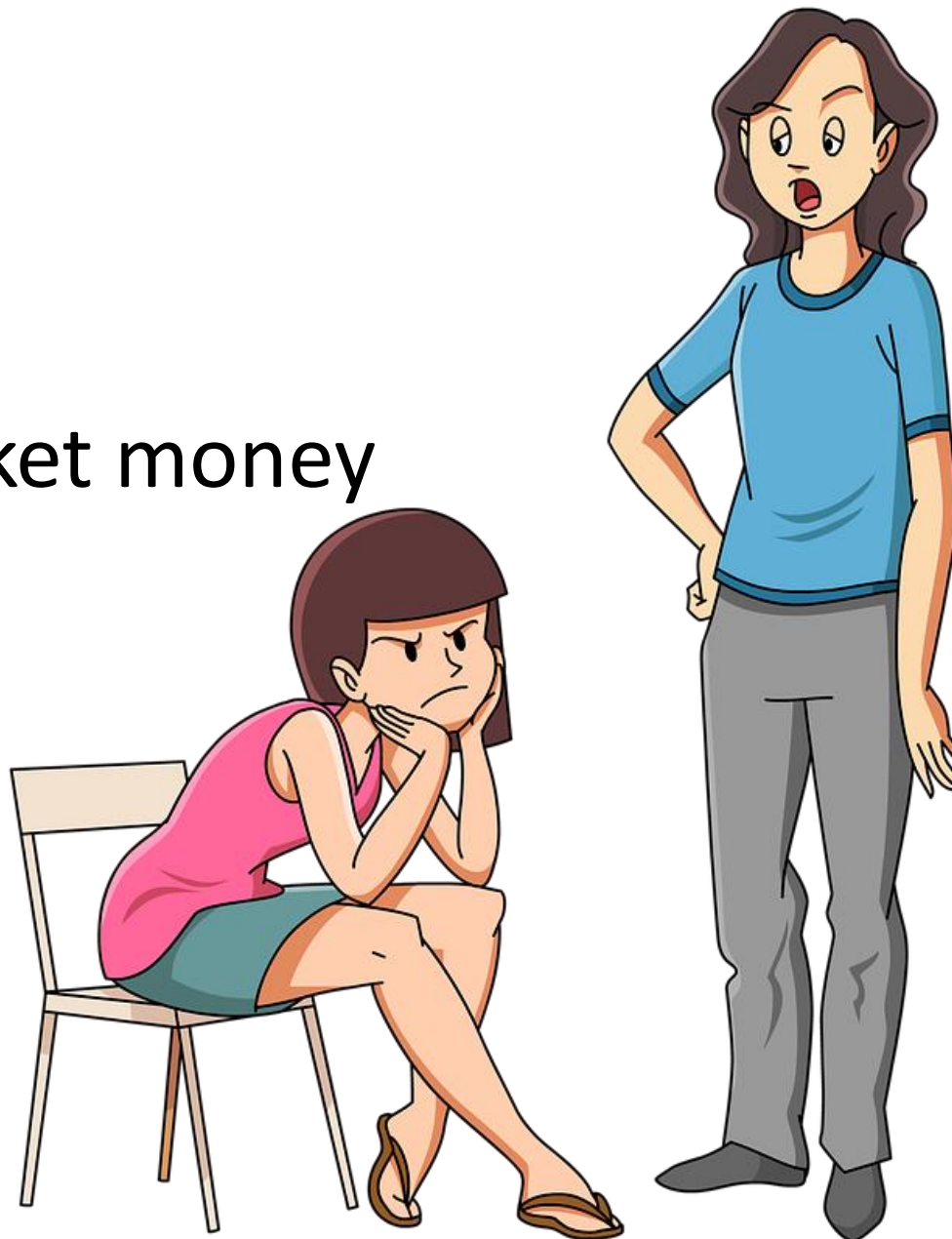
action



# Everyday selection

If you do your jobs  
I will pay your pocket money

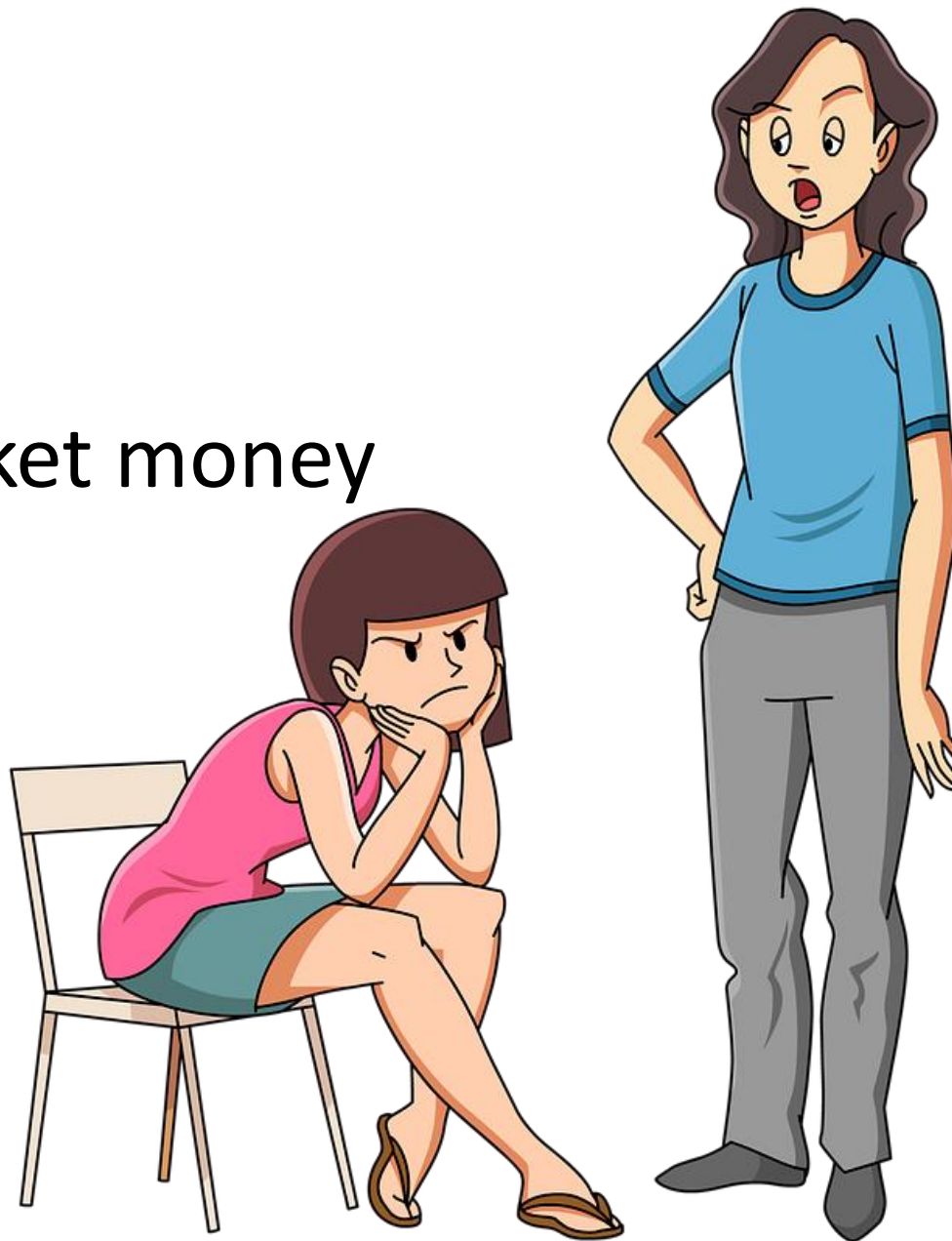
What happens if she  
doesn't do her jobs?



# Everyday selection

If you do your jobs  
I will pay your pocket money

We don't know



# Everyday selection

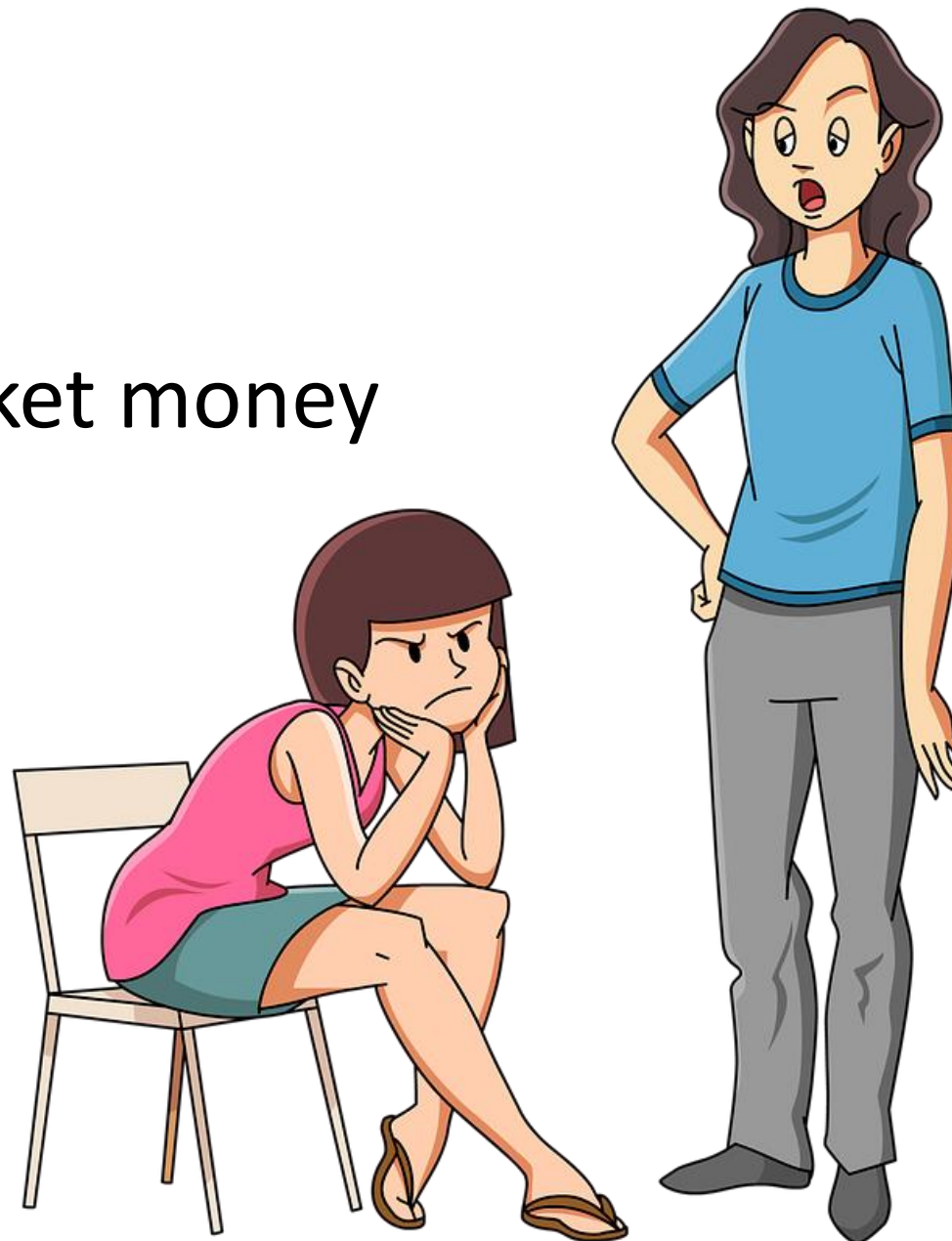
If you do your jobs

I will pay your pocket money

Else

no pocket money

What happens if she  
doesn't do her jobs?



# Everyday selection

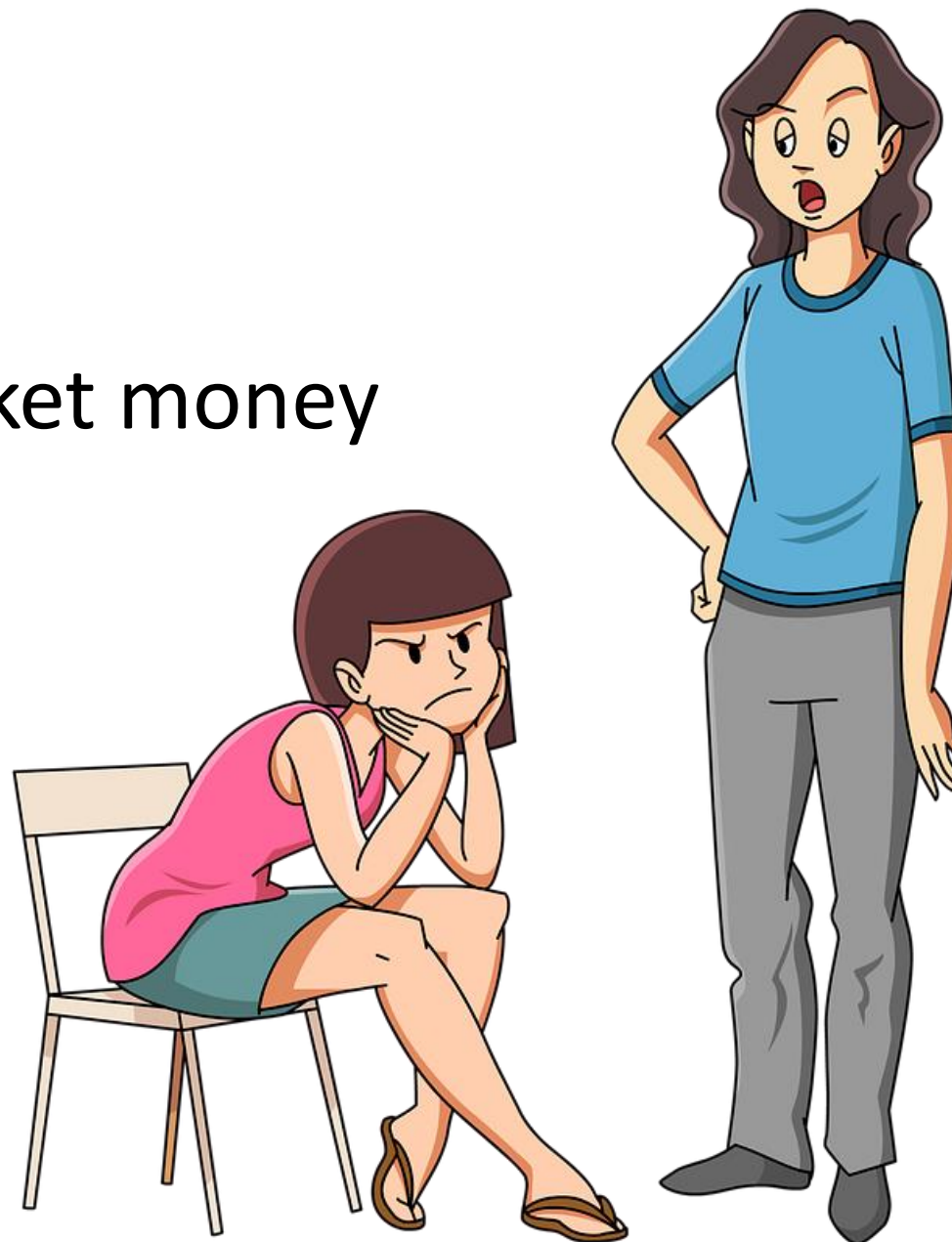
If you do your jobs

I will pay your pocket money

Else

no pocket money

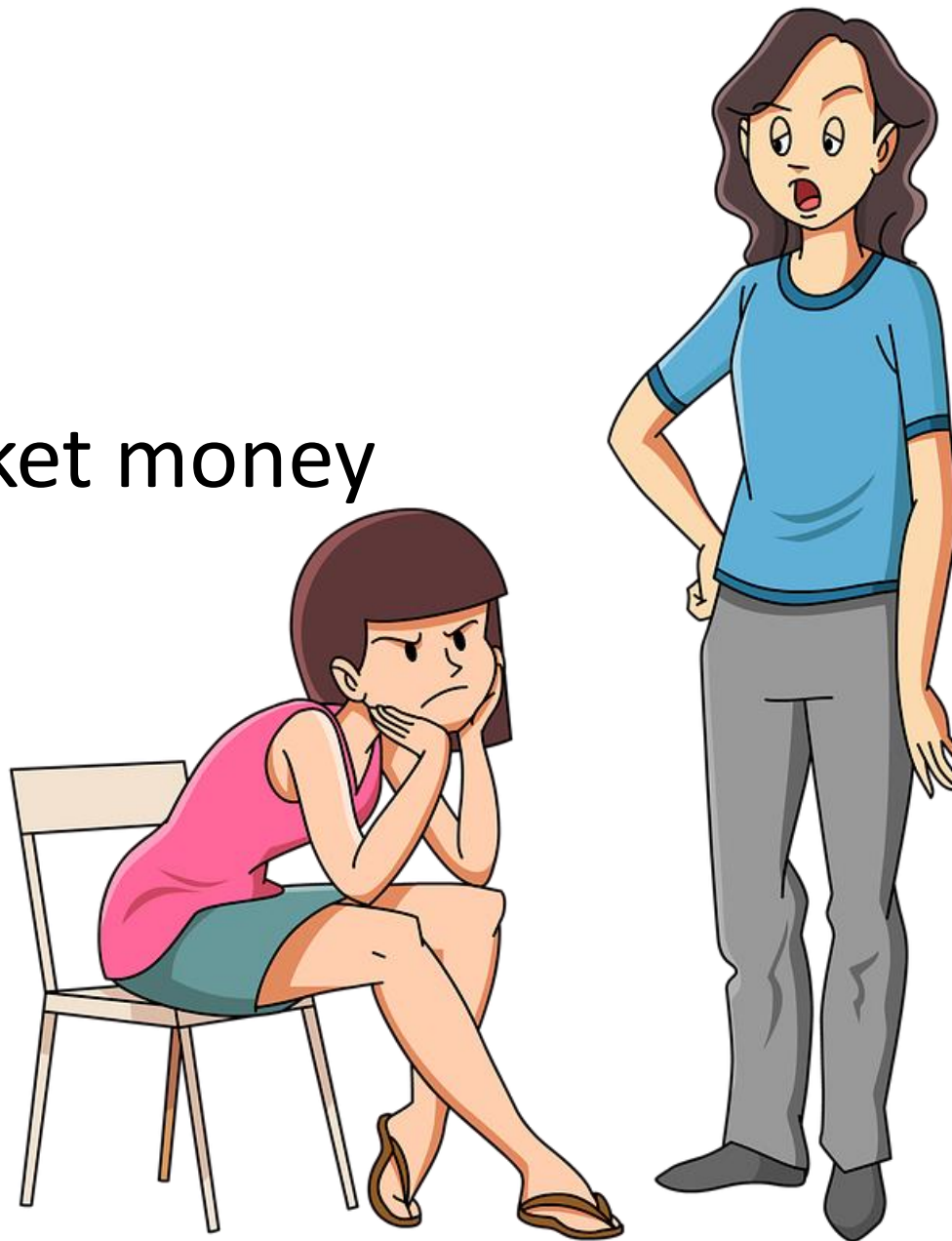
No pocket money



# Everyday selection

If you do your jobs  
I will pay your pocket money

Can you write your own  
everyday condition and  
action?

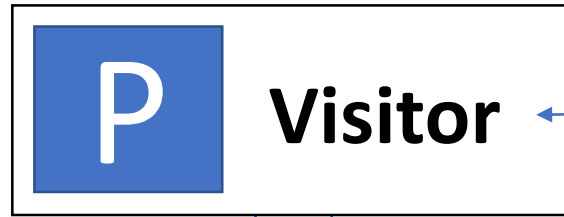




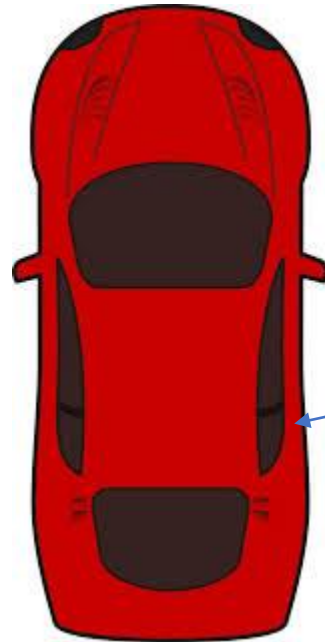
# Everyday Variables

Used to store information that can be referenced by an algorithm or computer program

# Everyday variables Visitor Car Parking Space



Name



Value  
(Red car)

Monday

# Everyday variables Visitor Car Parking Space



Name



Value  
(Yellow car)

Tuesday

# Everyday variables Visitor Car Parking Space



Name

Value

Empty

Wednesday

# Everyday variables Visitor Car Parking Space



What is this variable called?

# Everyday variables Visitor Car Parking Space



What is this variable called?

visitor

# Everyday variables Visitor Car Parking Space



Tell your neighbour how the **value** of the variable changed every day

# Everyday variables Visitor Car Parking Space



Tell your neighbour how the **value** of the variable changed every day

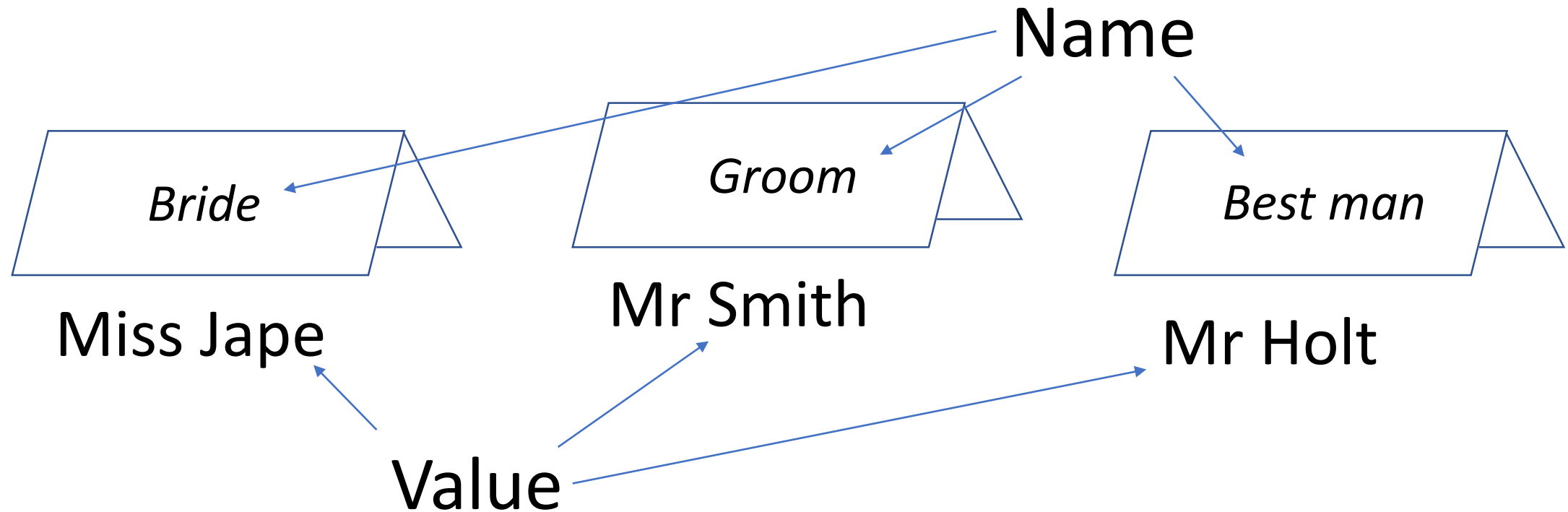
Monday **Red car**

Tuesday **Yellow car**

Wednesday **Empty**



# Everyday variables Wedding Planning



St Jude Wedding Service 9-10 am

# What has changed?



St Jude Wedding Service 10-11:20 am

# What has changed?



The values have changed as it is a new wedding later in the morning

St Jude Wedding Service **10-11:20** am

What value is assigned to the Groom variable?



Sally King



Peter Dock



Mr Chow

St Jude Wedding Service 1-3 pm

What value is assigned to the Groom variable?



Sally King



Peter Dock



Mr Chow

St Jude Wedding Service 1-3 pm

# Explain to your partner how the Bride variable value changes?

Weddings at  
St Judes

*Bride*

*Groom*

*Best man*

9-10 am

Miss Jape

Mr Smith

Mr Holt

10-11:20 am

Sade

Derrick

Mr Peters

1-3 pm

Sally King

Peter Dock

Mr Chow

# Explain to your partner how the Bride variable value changes?

Weddings at  
St Judes



Wait until 9am

**Assign Miss Jape to Bride variable**

Wait until 10am

**Assign Sade to Bride variable**

Wait until 1pm

**Assign Sally King to Bride variable**

9-10 am

Miss Jape

10-11:20 am

Sade

1-3 pm

Sally King

# Everyday Procedures

A set of instructions grouped together to carry out a task that can be used lots of times



# Everyday procedures

I have taught my dog to beg, roll over, and shake paw. She does these things when I say beg, roll and shake.

What procedures have been taught to the dog?



# Everyday procedures

I have taught my dog to beg, roll over, and shake paw. She does these things when I say **beg, roll** and **shake**.

What procedures have been taught to the dog?

**beg, roll, shake**



# Everyday procedures

I have taught my dog to beg, roll over, and shake paw. She does these things when I say **beg, roll** and **shake**.

Choose one of the procedures taught to the dog. Write a simple procedure algorithm to show what instructions might be included.



# Everyday procedures

I have taught my dog to beg, roll over, and shake paw. She does these things when I say beg, roll and shake.

Can you think of any other procedures that could be taught to the dog?



# Everyday procedures

I have taught my dog to beg, roll over, and shake paw. She does these things when I say beg, roll and shake.

Can you think of any other procedures that could be taught to the dog?

Sit and stand up are common ones but you might have others



# Everyday procedures

I have taught my dog to beg, roll over, and shake paw. She does these things when I say beg, roll and shake.

How many times can the owner use a procedures?



# Everyday procedures

I have taught my dog to beg, roll over, and shake paw. She does these things when I say beg, roll and shake.

How many times can the owner use a procedures?

**As many times as they want**



# Everyday procedures that your brain already knows how to do

Walking

Getting dressed

Eating

Breathing

Jumping

Hopping

Can you think of any more  
everyday brain procedures?



# Common everyday procedures that your brain already knows how to do

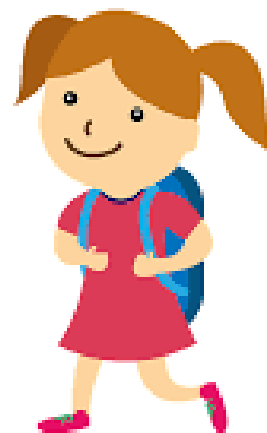
Define **walk**

Move right leg forward

Wait

Move left leg forward

wait



# Common everyday procedures that your brain already knows how to do

## Define **walk**

Move right leg forward

Wait

Move left leg forward

wait

## Define **eat**

Put food in hand

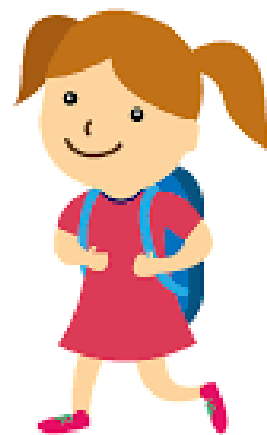
Lift hand to mouth

Put food into mouth

Loop until a paste

chew

swallow



# Common everyday procedures that your brain already knows how to do

## Define **walk**

Move right leg forward

Wait

Move left leg forward

wait

## Define **breathe**

Breathe in

Wait

Breathe out

wait

## Define **eat**

Put food in hand

Lift hand to mouth

Put food into mouth

Loop until a paste

chew

swallow



# Common everyday procedures that your brain already knows how to do

## Define **walk**

Move right leg forward  
Wait  
Move left leg forward  
wait

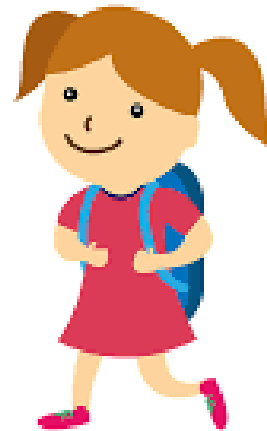
## Define **breathe**

Breathe in  
Wait  
Breathe out  
wait

Loop always  
**breathe**

## Define **eat**

Put food in hand  
Lift hand to mouth  
Put food into mouth  
Loop until a paste  
chew  
swallow



# Common everyday procedures that your brain already knows how to do

## Define **walk**

Move right leg forward  
Wait  
Move left leg forward  
wait

## Define **breathe**

Breathe in  
Wait  
Breathe out  
wait

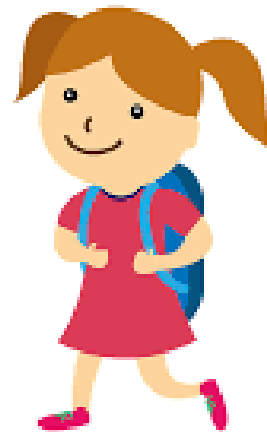
Loop always

## **breathe**

if need to go somewhere  
**walk**

## Define **eat**

Put food in hand  
Lift hand to mouth  
Put food into mouth  
Loop until a paste  
chew  
swallow



# Common everyday procedures that your brain already knows how to do

## Define **walk**

Move right leg forward  
Wait  
Move left leg forward  
wait

## Define **breathe**

Breathe in  
Wait  
Breathe out  
wait

Loop always

## **breathe**

if need to go somewhere

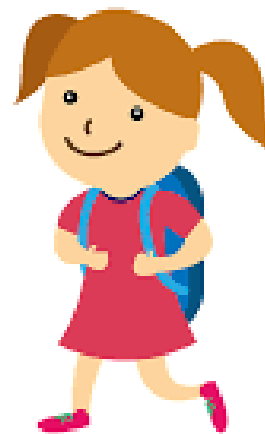
## **walk**

if hungry AND food near

## **eat**

## Define **eat**

Put food in hand  
Lift hand to mouth  
Put food into mouth  
Loop until a paste  
chew  
swallow



# Computing Theory

- Developing key concepts before coding reduces cognitive load and develops an understanding separate from code making an idea more portable between algorithm and different programming languages.
- This resource has been developed for block based programming and you will notice that it often uses slightly different language from Scratch which helps pupils to develop an idea separate from code.
- Supporting Articles with research links
  - [Review of cognitive load theory for computing](#)
  - [Difference between algorithm and programming](#)
  - [Does writing algorithms improve pupils understanding of concepts?](#)
  - [Introducing variables to novice programmers](#)