Best Friends
Questions & Answers

How does this fit in with other Code-it Scratch Junior Planning? Travel, Dance and I am Special are simpler modules. Moving Game, My story & Pathsways are more complex.

What age is this for? KS1

How hard is this to teach? Both methods are not complex.

Is it in line with NC? Yes

Why is there a choice? Both methods encourage pupils to read code and reason about its purpose before creation. Giving teachers a choice encourages pedagogical discussions and may trigger local resource creation.

USE MODIFY CREATE

USE Pupils start with a ready created best friends app which teachers can download from the code-it website or build from the screenshots provided. Pupils pair up in similar ability pairs and the teacher uses the slides to asks pupils to run bits of the code and decide what they do. Teachers can get the groups to record their answers or accept verbal feedback depending on what works best in their class. The answers are on the slides so pupils get instant feedback.

Modify The slides then go on to ask pupils to modify parts of the code. The answers are on the next page.

Create Pupils go on to plan their work using a one page planner which is on the website before creating their own app.

PRIMM

Predict
Teachers print out one or more of the screenshots provided. Pupils work in similar ability pairs to look at the code and predict what they think it will do. They could feed back orally or annotate the sheets. Teachers mark these or provide oral feedback or both.

RUN
Pupils then run the code to see if their predictions were correct.

Investigate
Pupils answer investigate questions from the slides. These are the same as the USE Questions from the first method. See above for usage.

Modify
The slides then go on to ask pupils to modify parts of the code. The answers are on the next page.

Make Pupils go on to plan their work using a one page planner which is on the website before creating their own app.

Computing Science Glossary

Programming Constructs

Sequence One thing following another in which the order may or may not be important.

Loop An event or pattern of events repeated

Teaching Methods

PRIMM A strategy that promotes Predicting, Running, Investigating and Modifying code before Making something.

USE MODIFY MAKE A strategy that promotes using and modifying code before creation

Vocabulary

Code Written for a digital device

Choose One

USE MODIFY MAKE	PRIMM (code)

Further Resources

All resources can be found at

http://code-it.co.uk/bestfriendapp/

Instructions to download and run this game on iPad version are on the second page of both slides.

Modify answers

Q Make May say something else

A Touch the bottom of the speech bubble and edit the text

Q Make May jump higher

A Change the number at the bottom of the jump block to more than 2

Q What is the highest May can jump?

A 99

Q Can you make Adele dance faster than May?

A Touch the triangle at the bottom of the speed block and change it for the faster option on the right.

Q Can you add blocks to make May get out of the water after she has jumped around?

A Add down arrow blocks after the jumping blocks or after the speech

Further Research Reading

Use Modify Create

Irene Lee et al Computational thinking for Youth in practice (2011)

PRIMM Sentence

https://blogs.kcl.ac.uk/cser/2017/09/01/primm-a-structured-approach-to-teaching-programming/