

Space Adventures Computing Unit 1

Lesson 1 – Blast Off!

Curriculum Mapping (Computing KS2)

- ◆ use sequence and repetition in programs
- ◆ use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs

Learning Objective

Code an animation of a rocket taking off.

Prior Learning

Basic computing experience.

Introduction

Show pupils the *U1L1 introduction.mp4 video*.

Using the prompts in the video, ask pupils to identify the steps in the program that make the rocket blast off. (This can be done orally or written in rough, and is known as the algorithm).

Main Activity

Pupils use Scratch to create their own rocket blast off animation.

Show the class the *U1L1 demonstration.mp4 video* or how to access it on their own computers.

Hand out the *U1L1 step by step.pdf* guide or show pupils how to access it on their computers.

(Opening a second tab in the browser will allow pupils to switch between the help guide/video and their own work).

Extension Activity

Show pupils the activities on the *U1L1 going further.pdf* document. These include experimenting with aspects of the code and using three loops to make the rocket accelerate.

Plenary

Show pupils the code that launches the rocket. Ask them to identify what different parts of the code do.

Notes

The program is built in 3 parts:

- ◆ initialising: setting the rocket's size, direction and starting position.
- ◆ countdown: showing the 5-4-3-2-1 messages.
- ◆ launch: making the rocket move.