

Year 6 Challenge

In Year 7 you will begin having 'Digital Competency' lessons where you will learn both about ICT and Computer Science. A big part of computer science is Programming and we'd like to introduce you to programming – although for some of you, who may have used Scratch you will already know more than you realise! The BBC have released some great videos to introduce you to programming and these can be seen on the link below



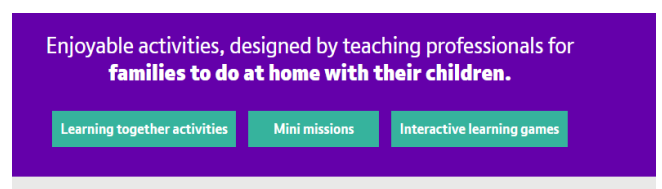
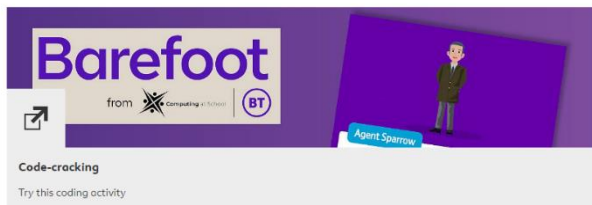
<https://www.bbc.co.uk/bitesize/articles/zrtckmn>

When you have watched the videos, scroll to the bottom of the page and click on the 'Barefoot' link. You will not need to log in, just click parent / student and choose the 'Mini Mission'. Pupils can choose the Missions which most interest them.

Practise

Activity

Use your coding skills and learn about code cracking in World War Two in this activity from [Barefoot](#).



STORY SEQUENCING Age: 4-6 years Concepts: Algorithms Overview: Using a well-known story or song, children learn how important it is to put a sequence of events in the right order - the first step in understanding algorithms. Download Files Activity Instructions.pdf Supporting Worksheets.pdf	CODE BREAKERS Age: 9-11 years Concepts: Logic, Decomposition Overview: Solve a series of codes inspired by one of our favourite Roald Dahl poems and learn skills like logical reasoning and perseverance. Download Files Activity Instructions.pdf Supporting Worksheets.pdf	PIZZA PARTY Age: 5-11 years Concepts: Programming, Debugging, Algorithms Overview: Computing in the kitchen? Children will love making their own pizzas while learning to create and debug (fix) the recipe. Download Files Activity Instructions.pdf Supporting Worksheets.pdf	GOING WILD Age: 5-11 years Concepts: Programming, Debugging, Algorithms Overview: Children programme their homemade bee to move towards flowers by creating a short sequence of instructions (an algorithm).
HOUSE PATTERNS Age: 5-7 years Concepts: Patterns Overview: By drawing their own house, exploring and identifying similarities between	BUILDING BLOCKS Age: 5-11 years Concepts: Decomposition, Algorithms Overview: Help 'build' your child's understanding of algorithms and	DANCE MOVES Age: 5-11 years Concepts: Algorithms Overview: Children will make up a dance routine and create the instructions for a partner to follow.	HAND JIVE SEQUENCE Age: 7-11 years Concepts: Decomposition Overview: Using a sequence of hand jives, children break down actions into smaller parts - just as problems are