LET'S CODE
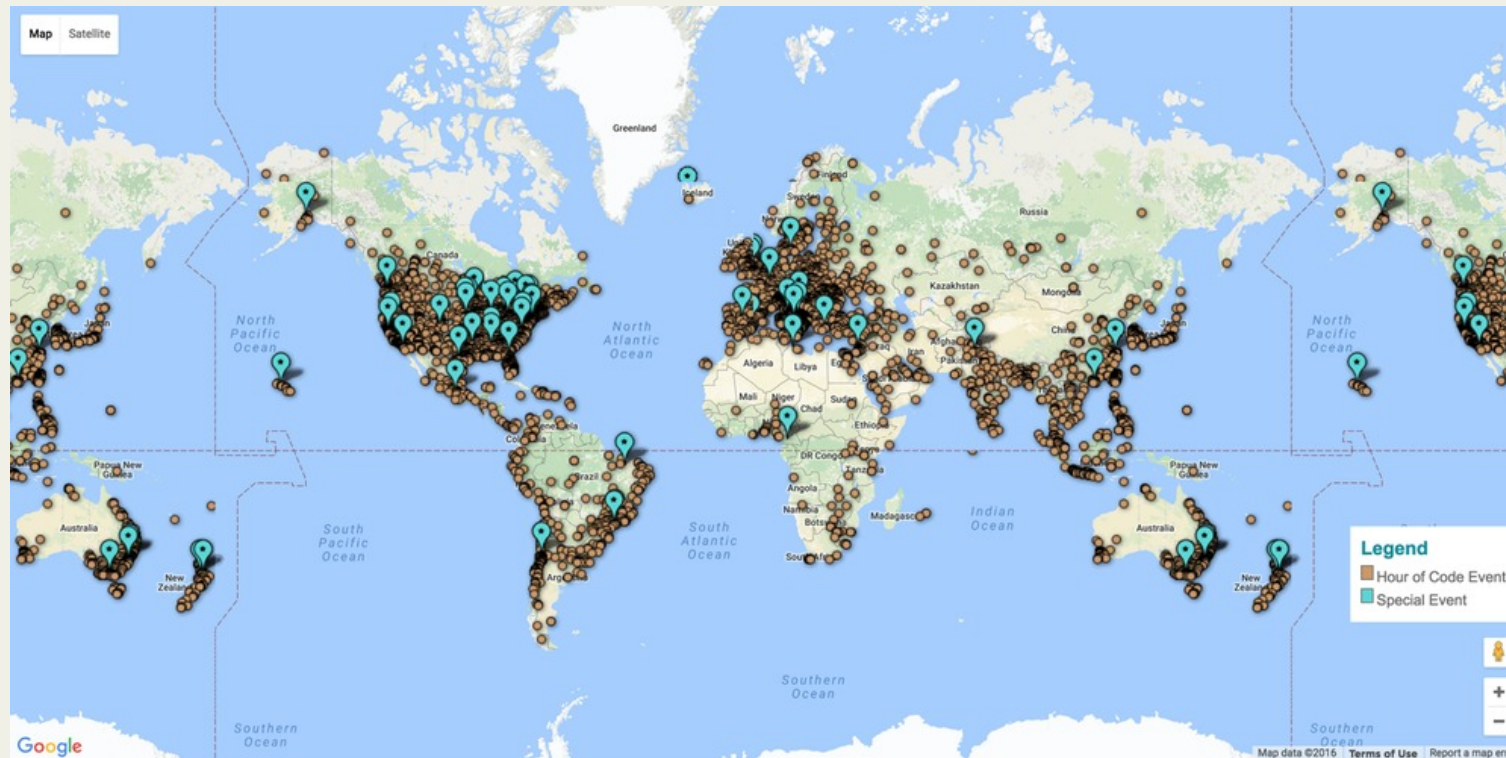
Junior Infants – 2ⁿᵈ Class

Hour of Code

Hour of Code

- Global Initiative run in over 180 countries

Infant Stations

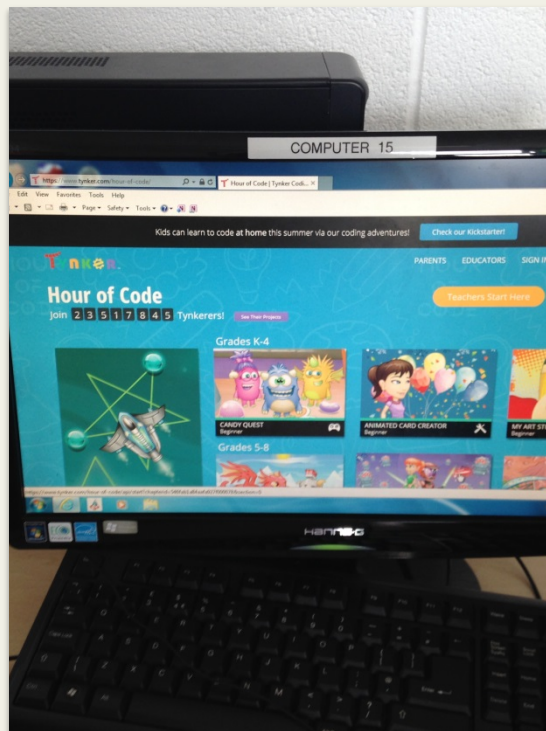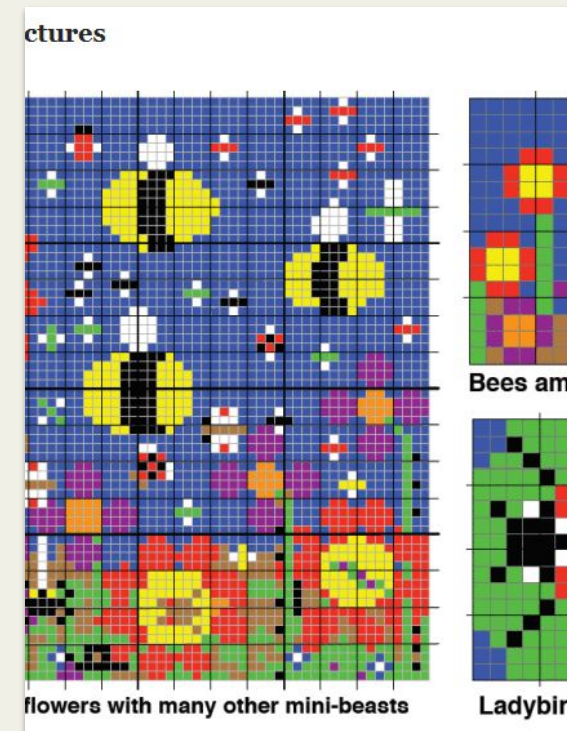Unplugged Activity   Bee Bot robots   2 X Lego game

1st & 2nd Class

Tynker   Playgrounds   Unplugged Actvitiy

Pixel Puzzles

Kriss Kross Puzzles

Building a Bridge

Free Hour of Code Resources

- ✓ Hour of Code Website
  https://hourofcode.com/uk/learn

- ✓ Tynker free hour of code website & app

- ✓ Playground for iPad

- ✓ Scratch

Resources in Our School

- 2 X Bee Bot

- Computer Room

- 1 children's PC in each room

- IWB

- 8 iPads

Getting Started

- Staff Meeting

- Video

- Lesson plans

- Timetable

- Parent Helpers

Organisation

Bee Bot

Picture Mat

- Place your jolly phonics sound cards in a pile face down.
- Taking turns, children select a card from the top of the pile
- Children say the sound and find a picture on the mat that begins with that sound.
- Using the arrow keys, direct the bee bot to the picture.

Street Map

- Children take turns to name a shop or building on the map for the next person to send the Bee Bot to.

NB – make sure you press clear each time you are giving a new set of instructions otherwise the new instructions will be added on to the previous.

Lego Game

Children work in pairs. Child 1 rolls the dice and move forward the correct number of spaces. They follow the directions to add or lose pieces of lego.

Junior Infants: The child with the tallest tower at the finish square wins.

Senior Infants: Children use the lego pieces they have collected to create a lego object. Take a photo of their creation and ask them to tell you what they have created.

NB – there are two different boards with bigger numbers on one for differentiation.

Unplugged Coding

Happy Map (1)
Each child gets a copy of the white Happy Maps page and 4 arrows. In pairs, children decide which way the Flurb must move to get to the fruit. Children cut out an arrow and stick it over the four options on the Happy Map page.

Unplugged Coding

Happy Map (2)
Each child gets a copy of the cream Move the Flurbs 2 page and 5 arrows. In pairs, children decide which way the Flurb must move to get to the Flower. Children cut out an arrow and stick them in the boxes.

Hour of Code Certificate