

To understand coding

Please log on to  
<https://online.espresso.co.uk/espresso/login/Authn/UserPassword>

- ▶ Username: student 26976
- ▶ Password: Newport
  
- ▶ Click on CODING

If you want to know what Block Coding is, watch the video.

- ▶ TASK
- ▶ Click on Block coding LEARN

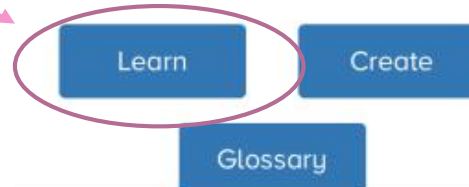


## Getting started with Block coding

Learn how to get the most out of Block coding with this short video. See how the levels and lessons are structured and how children's learning is supported. Then find out how to get creative and design your own apps and games in the free code area.



Get up to speed on how to handle concepts like selection, variables and repetition using visual blocks. Construct code by combining events, objects and actions to make things happen in your program. You can even create your own games and apps.



**CODING** EDUCATION

Learn Create Glossary Help

Level 1  
Level 2  
Level 3  
**Refresher (level 1-2)**  
Sequence and animation  
Conditional events (selection)  
Level 4  
Level 5  
Level 6

# Level 3

## Refresher (level 1-2)

An overview or recap of the main concepts covered so far.

Level 1

LESSON  
Burst the bubbles

Level 2

LESSON  
Up in the air

LESSON  
Fly a helicopter

► Pick level 3 refresher

Go through each level, starting with level 1 (the bubbles).

Have a go at following the instructions to burst the bubbles.



## 🔊 Burst the bubbles

We're going to build a bubble-bursting game! You'll learn how to [program](#) bubbles to float around the screen, and how to make them pop when clicked.

Let's go! >

▶ Click Let's go.



Work through the examples and learn how to draw and burst the bubbles.

The instructions for each example are in this strip.

Click RUN to check your programming.

The screenshot displays the CODING interface. At the top, the title bar shows 'CODING' and 'Block coding / Level 3 - Burst the bubbles...'. Below this, there are navigation icons for back, forward, and refresh, along with a page indicator '1/7'. The main interface is divided into three vertical panels: 'Instructions' (teal), 'Code' (purple), and 'Console' (blue). The 'Instructions' panel contains an 'Example' section with a speaker icon and the text: 'Run the code and then click on the bubble to make it hide (or burst!)'. The 'Code' panel shows a block of code with a 'when clicked' trigger and a 'hide' action. The 'Console' panel contains the text: 'When you're ready click Run. If your code has any errors, they will appear here.' At the bottom, there are buttons for 'i', 'Code', 'Design', 'Run', and 'Help video'. Three pink arrows point from the text on the left to the 'Run' button, the 'Run' text in the instructions, and the 'Run' button in the console.

Work through the 7 examples. Click on the bubbles to make them burst.

▶ Click and drag the coding tiles on to the black write area.

▶ The bottom left hand corner will tell you if there is a problem.

▶ REMEMBER to click RUN to see if your program will work.

The screenshot shows the CODING app interface. At the top, the title bar reads 'CODING' and 'Block coding / Level 3 - Burst the bub...'. The interface is divided into three main sections: 'Instructions', 'Code', and 'Console'. The 'Instructions' section on the left contains a 'Solve' button and the text 'Complete the code so each bubble 'bursts' when clicked.' The 'Code' section in the center shows a workspace with a black background and a grid of coding tiles. A pink arrow points from the instructions to a 'when clicked' tile in the workspace. Another pink arrow points from the instructions to a 'hide' tile. The 'Console' section at the bottom left contains the text 'When you're ready click [Run](#). If your code has any errors, they will appear here.' The bottom of the screen features a navigation bar with an information icon, 'Code' and 'Design' buttons, a large green 'Run' button, and a 'Help video' button. On the right side of the workspace, there are three examples of completed code blocks: a 'when clicked' block with a 'hide' block, a 'when clicked' block with a 'hide' block and a 'when clicked' block, and a 'when clicked' block with a 'hide' block.