

To understand coding

Lesson 2

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

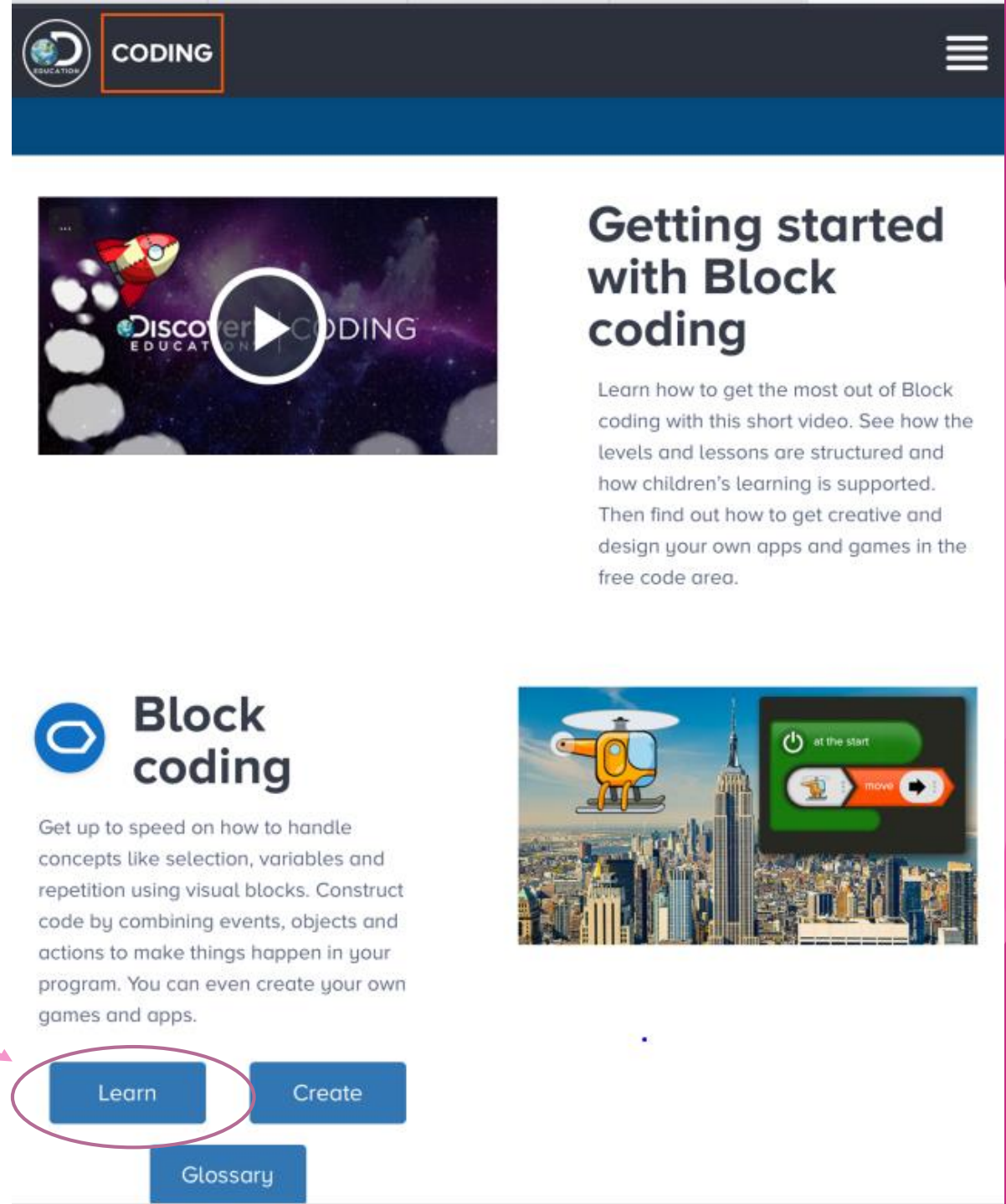
- ▶ Username: student26976
- ▶ Password: newport

- ▶ THEN Click on CODING logo



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

- ▶ TASK
- ▶ Click on Block coding LEARN



Discover EDUCATION CODING


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.

Block coding

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.

[Learn](#) [Create](#) [Glossary](#)



► Pick level 3 refresher

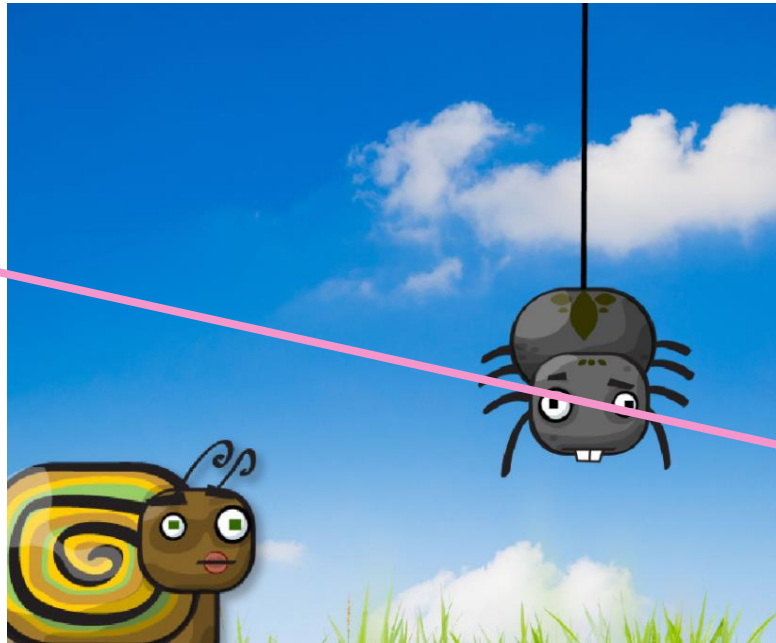
Click on Sequence and Animation.

The screenshot shows a learning platform interface with a navigation menu on the left and a main content area. The navigation menu includes levels 1 through 6, a 'Refresher (level 1-2)' option, and 'Sequence and animation' (which is highlighted in blue). The main content area features a 'Learn' tab, a 'Create' tab, a 'Glossary' tab, and a 'Help' tab. Below the tabs is a large illustration of a rocket and an astronaut. To the right of this illustration is the heading 'Sequence and animation' and a sub-heading 'Learn to make things happen in a sequence, creating simple animations and simulations.' Below this is a 'Student guide' button. Further down is a lesson card titled 'Stepping through space' with a rocket illustration, a description, and buttons for 'Example app' and 'Help video'.

Click on the snail vs spider

The screenshot shows two lesson cards. The top card is titled 'Stepping through space' and features a rocket illustration. The bottom card is titled 'Snail vs spider' and features a snail and a spider illustration. Both cards include a description, an 'Example app' button, and a 'Help video' button.

- ▶ Click Let's go!

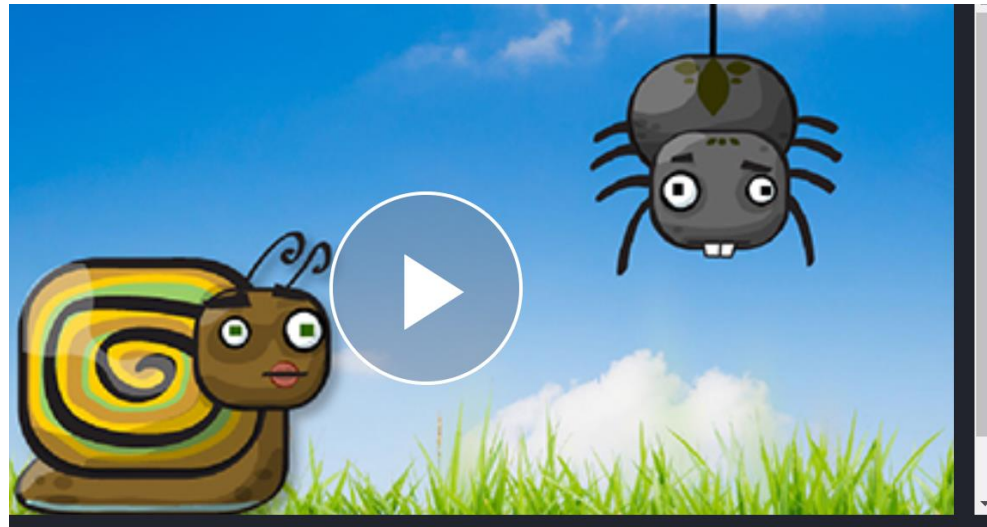


🔊 Snail vs spider

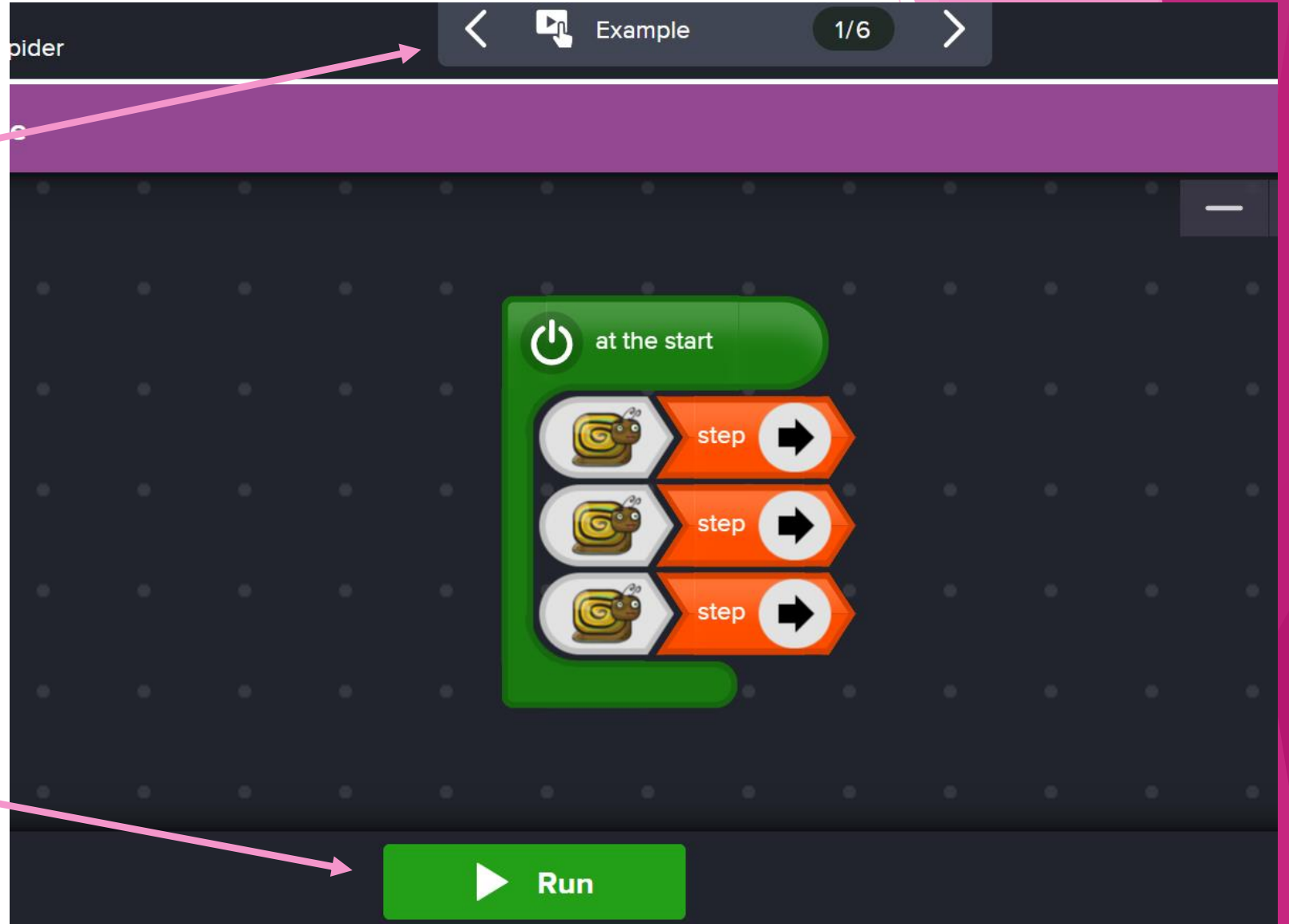
In this lesson we'll have some fun with bugs in the garden. This time we'll explore building two different sequences and using a chaining method for our code. Let's get crawling!

Let's go! >

- ▶ Watch the clip, demonstrating the coding



Work through the examples and learn how to move the snail and spider and eat the food.



Click RUN to check your programming.

Work through the 6 examples.

- ▶ The problem to solve is in the instruction column.

- ▶ 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 interface for a level titled "Block coding / Level 3 - Snail vs spider". The interface is divided into several sections:

- Instructions:** A green header section containing a "Solve" button and the instruction: "Step the snail to the broccoli again, but this time chain the steps in a row."
- Code:** A purple header section containing a "step" block with a right-pointing arrow.
- Console:** A blue header section with the text: "When you're ready click [Run](#). If your code has any errors, they will appear here."
- Workspace:** A large black area with a grid of dots. A green block labeled "at the start" is placed on the grid, containing a power icon and a sequence of three grey arrow blocks pointing to the right.
- Bottom Bar:** Contains an information icon, "Code" and "Design" tabs, and a large green "Run" button.
- Top Bar:** Contains navigation arrows, a "Solve" button, and a "2/6" indicator.