



Co-funded by the
Erasmus+ Programme
of the European Union



STEP BY STEP Collection of Best practices

Partner/country: Derek Hewie

Title:	“I am a volcanologist”
Content/ Subject areas (taged with modules):	Computing
Learning objectives / competences	To write a sequence of instructions.
Description of the activity	Through sequencing and debugging, sprites will be enable to hold a conversation with each other. Using existing sprites, pupils chose 2 of them to use them in conversation.
Description of the process teaching/ learning strategies used	Teacher models importing new stage using background tab and import. Children think of a suitable background for their chosen sprites. Build the conversation, building relevant pauses, whilst the other sprite speaks.
Types of assessment	Assessment of skill via observation and collaborative problem solving.
Materials and tools	Pyonkee
Timing and learning environment	Basic algorithm lasted 30 minutes. Coding/debugging took 45 mins. Children were encouraged to coach others.
Why do you consider this practice is innovative?	The games they immerse themselves in on a daily basis is created through the medium of coding. They were able to use this as a tool to consolidate their learning.
Where did you find it? Internet address	Apple Education.



Co-funded by the
Erasmus+ Programme
of the European Union

