1st Class: Using Hour of Code to Support Instructional Writing

BACKGROUND

The class have been working on instructional writing and the teacher decided to introduce them to the concept of coding as a simple set of instructions.

The task involved the children counting the blocks (steps) in each direction in order to get to a certain destination.

They were then asked to give written or instructional drawings for their classmates to complete the same task.

The teacher linked this work with the Hour of Code Minecraft activity – "Shearing Sheep"

TASK

The task involved the children finding the shortest or most efficient route to a sheep which needed to be sheared.

The class teacher first solves the problem by placing sheep (toys) around the class, using the floor tiles in the classroom as blocks.

Items are purposefully placed around the sheep so that the children will have to devise the shortest route possible.

Children are asked to write or draw a set of instructions for their classmates to follow.

Finally, the children complete the Minecraft sheep-shearing activity on the Hour of Code website.
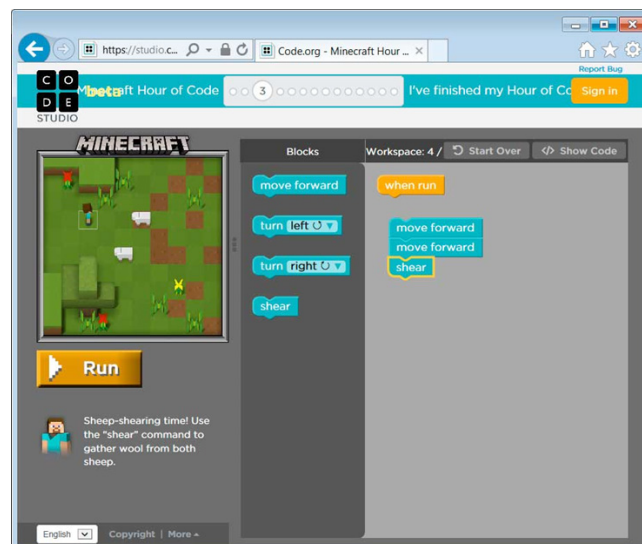

Sample Hour of Code activity

CHILDREN'S WORK

The children place toy sheep in different areas in the classroom. The children then work in groups to write the instructions on a piece of paper for another group to test.

They write or draw code using arrows, numbers or words to give instructions to get to the sheep in as few steps as possible.

They then debug (change) the code (instructions) they had written if the other children have problems following the instructions.

Finally, the children work in pairs to complete the Minecraft sheep-shearing activity on the Hour of Code website.
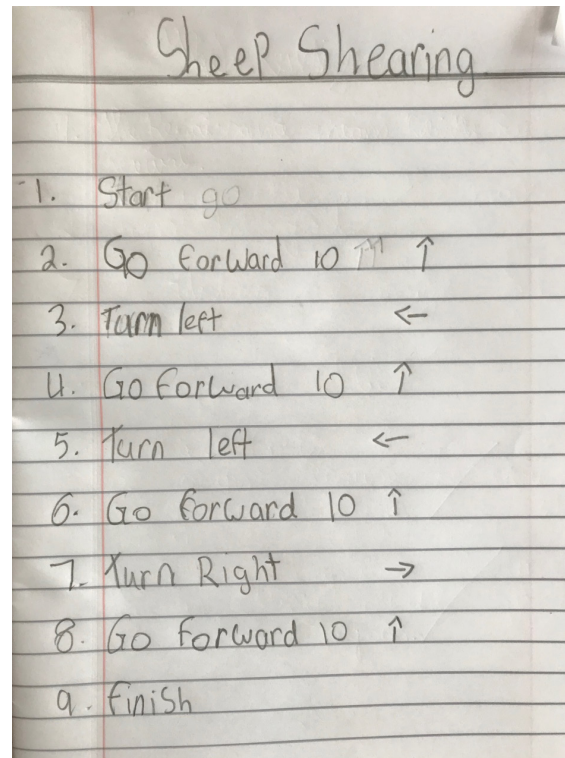
Sheep shearing instructions planned before coding exercise begins