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Lily Ellis on Day Three
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Mr Ellis on Day 2 – Fantastic Beasts
Richard on Creative Recap
Richard on Creative Recap

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HOME LEARNING

TODAY WE LEARNED HOW TO USE A FLOW CHART

SEPTEMBER 21, 2018 ● RICHARD YEAR 3 ● 0 COMMENTS ● EDIT

Flow charts are used when designing computer programs. They are a type of diagram that represents the steps to take in an activity before a computer begins coding.

There are different symbols to turn and different methods to use. Like with anything you do on a computer, there are lots of different ways to solve the same problem, we are trying to find the most efficiency.

We have to arrange a set of the coding symbols, which are: start, do or do an action and is it correct? The computer can only do EXACTLY what we tell it to do, so we have to be very specific in our instructions. We also have to consider the ifs and buts and maybes, such as whether to add sugar or if the tea would be too sweet. We have to think about what we want our computer to do, log on, Read text, and if log in and login error, just like we will want to do in class.

HOME LEARNING

WE ARE LEARNING THE CODING SKILLS WE NEED TO MAKE OUR OWN GAME.

SEPTEMBER 21, 2018 ● RICHARD YEAR 3 ● 0 COMMENTS ● EDIT

Using Scratch, we have already managed to:

- move a character around the screen
- make it jump
- make the actions so the character looks like they are moving
- Change sprite costumes to create movement
- create loops so that actions are repeated

Here, Tom has given the ball instructions to move back and forth across the screen when the game begins. (He has even included a clause to stop the ball and end the game once it hits the player)

Here is one the instructions that tell the character to jump and return to the ground when the space bar is pressed.

Now we we have covered the basics of coding, we can start to create our own first of games we can make. We can also start identify what other skills we shall need to learn for our game ideas.

HOME LEARNING

OH NO! THEY'RE COMING HOME TODAY!!!

SEPTEMBER 21, 2018 ● RICHARD YEAR 3 ● 0 COMMENTS ● EDIT

They're goes the peace and quiet!!!

HOME LEARNING

FILM NIGHT, COMFY PJS

SEPTEMBER 21, 2018 ● RICHARD YEAR 3 ● 0 COMMENTS ● EDIT

HOME LEARNING

STAYING OUT OF THE RAIN!!!

SEPTEMBER 21, 2018 ● RICHARD YEAR 3 ● 0 COMMENTS ● EDIT

HOME LEARNING

DAY 2.. THE FUN CONTINUES

SEPTEMBER 21, 2018 ● RICHARD YEAR 3 ● 0 COMMENTS ● EDIT

HOME LEARNING

CASTLETON RESIDENTIAL

SEPTEMBER 21, 2018 ● RICHARD YEAR 3 ● 0 COMMENTS ● EDIT

Mr Bailey has planned to be no mess or children have had a (normal) day and we will (attempt to) be focus!, they have just been to castleton residential!

We also told him to remember proof of their behaviour and we bade him to bring a pending time with our Sandy, Early pickle and Mr Ellis's Mum! Mr Bailey said he will try his best to be focused! Sandy! Have been their earlier nearly 3 week now so I'm sure it's my influence!!! 😂

Well done Year 5!!!! We're proud of you all

HOME LEARNING

BRAINY BINARY BUNCH

SEPTEMBER 18, 2018 MRSWALLOW LEAVE A COMMENT EDIT

We have really got the hang of the binary number system…we have learned how to use binary to represent decimal numbers, letters and even images!!!

HOME LEARNING

TODAY WE FURTHER DEVELOPED OUR UNDERSTANDING OF CIRCUITS

SEPTEMBER 12, 2018 MRSWALLOW LEAVE A COMMENT EDIT

We designed a circuit to test whether materials around the classroom were **conductors** or **insulators**. This will help us select the correct materials when we build

our own arcade machines later in the topic!

HOME LEARNING

WE HAVE BEGUN TO RESEARCH THE HISTORY OF VIDEO GAME DEVELOPMENT

SEPTEMBER 12, 2018 MRSWALLOW LEAVE A COMMENT EDIT

We used our google search skills to find out the dates of important developments, such as when consoles were released, when famous characters appeared or major changes in technology.

As well as our small group research notes, we also started to add our findings to a shared class timeline. Collaborating on a project online is a good way of sharing what we find out. We shall keep adding to this timeline as we find out more.

Project timeline template

Mr Swallow showed us how to use alternative search techniques, such as finding an example close to what we want to write ourselves. Here is a video game timeline from the internet that will help us understand what ours could look like…

From Visually.