Lesson 5 – The design, code, test process

Activities

1. Today we will be using everything we have been learning about programming to create a computer program that tells a short story.

2. If you have used part of a Literacy lesson to plan the story, you can omit the planning stages here.

3. Children could work in pairs or individually to think of a short story that they could tell using their computer programming knowledge. For example, a character being eaten by a dragon and a hero coming to save them. The following is an example: Story Program Example.

4. Some of the Chimp activities can also provide ideas for actions in the story, such as ‘Guard the Castle’ and ‘The Princess and the Frog’.

5. Encourage children to think through their designs and annotate them including their confidence in coding what they have designed (red, amber, green), this will give you feedback on areas that children need help with and help to ensure that children create realistic designs and successful programs for their skill level. Here are some sample designs:

![Sample designs image]

Task: Make an annotated story using a princess and a frog.

Task: Make a story about a princess and a frog.

Task: Make a story about a princess and a frog.

Task: Make an annotated story about a princess and a frog.