

Espresso Coding: Unit 5B

In computing this week, we would like you to continue practicing your coding skills on Discovery: Espresso coding

<http://central.espresso.co.uk/espresso/coding/>

Username – student2240

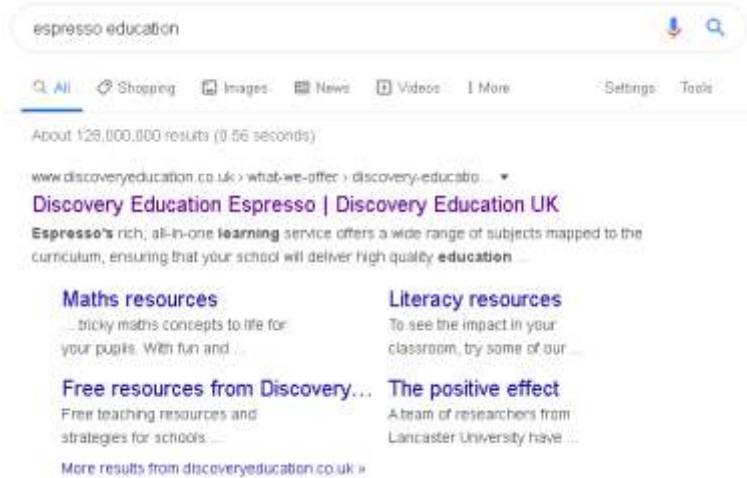
Password – junior

If the link does not work, please follow these steps.

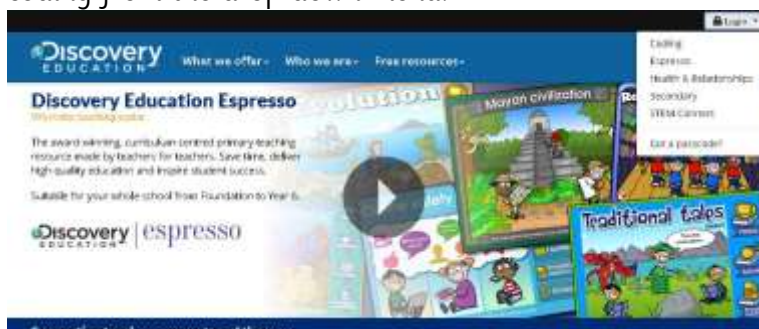
1. Go onto the internet and type 'espresso education' into google.



2. Then, click onto the Discovery Education Espresso option, as shown below.



3. Once the home page has loaded, go to the top right hand corner and click the login tab. Then, click on coding from the drop down menu.



4. Now, you can log in using the username and password above.



Lesson Instructions

If you have not completed the starter unit or Unit 5a please complete these before moving on to unit 5b.

- 1) Select unit 5b.



- 2) This week, you only need to complete **Lesson 6: Your own app**

 **Step 1: Free code** 

Add your own pictures, buttons, variables and text objects. Add event boxes and code to make your advanced program.

- 3) Before you start coding, answer these questions in your home learning book:

What apps did you enjoy playing?


Which lesson did you explore?







What did you find challenging?

Can you remember how to award points and keep score?

Did the game contain random numbers?

- 4) Watch the tutorial video. You will have the opportunity to add your own pictures, buttons, variables and text objects to your app.

Back Free code 

My Design      My Code 

Click this plus button to start adding objects.

Add your own pictures, buttons, variables and text objects. Add event boxes and code to make your advanced program.

OK

- 5) Once you have watched the video, select **'My code'** on the top right on the page. You will have several variables that you can experiment with, which you have used in prior units. If you are unsure on how one of the variables works, why not revisit one of the previous units to refresh your memory and practice using that variable?



- 6) Press **run code**. Are you happy with your game and how it works? Why not ask someone in your family to test it?



- 7) Why not save your game? Ensure you select the correct year group.



Save

Give your app a name. You can use up to twelve letters and numbers (no special characters). You can edit the app later in [My school's apps](#).

App name:

Year group: ✓

Location: My school's apps This is a special area online (cloud storage), which only members of your school can access. This is where teachers can delete school apps.

This device Your app will be available to open, edit and save only from this device and nowhere else.

Notice: App file names saved online can be seen by all members of the school community. Teachers can delete apps if they are logged-in as teachers. Discovery Education Europe Ltd. is not responsible for the naming of apps created and saved using Espresso Coding (see our Terms and Conditions).

You may save your game to the school's app so other children can play it. However, you must select a sensible name for your app or it will be deleted from our online storage.

Challenge someone in your family to play your game. Who can score the most points in your family?

Name	Points scored

Perhaps you could 'bug' your game with an issue and ask a family member to spot what is wrong with the game.