

## Year 3 Week 5 Day 1 Computing

### To learn how to debug errors from different programs

**Task-** We know you all have been enjoying the Espresso coding that we were completing last half term. Please log onto espresso coding, using the link and password below, and complete **Unit 3B Lesson 7- debugging exercise**.

You need to look at the code carefully and decide where it needs to be fixed. If you get stuck, you can watch the videos at the start of each stage.

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

**Username – student2240**

**Password – junior**

#### **How to get onto Espresso coding (if the link doesn't work):**

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



espresso education

Google Search

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

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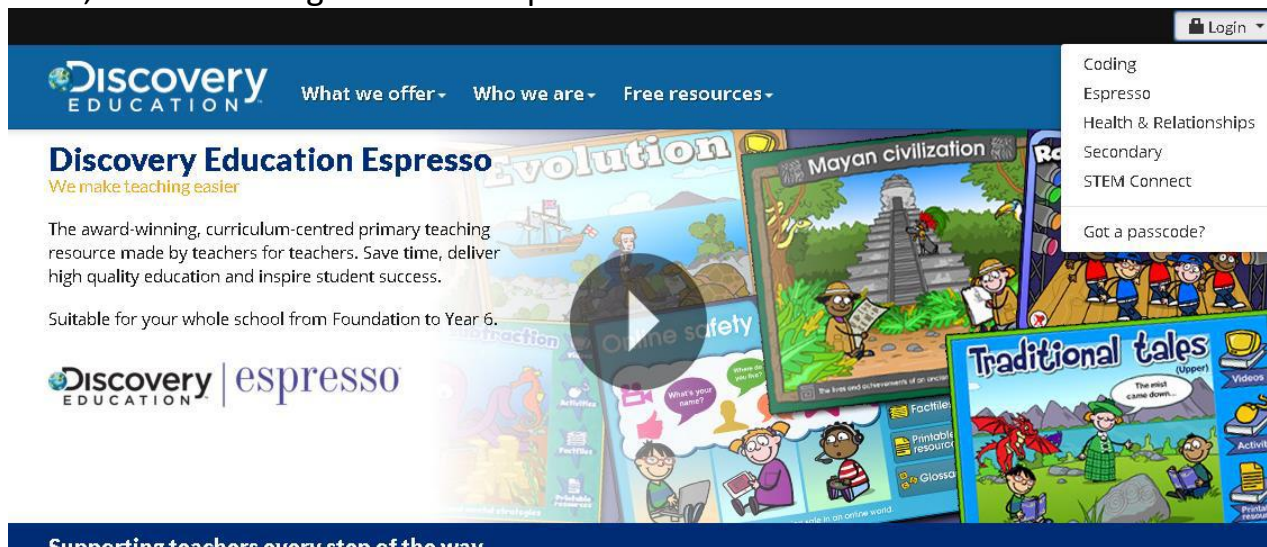
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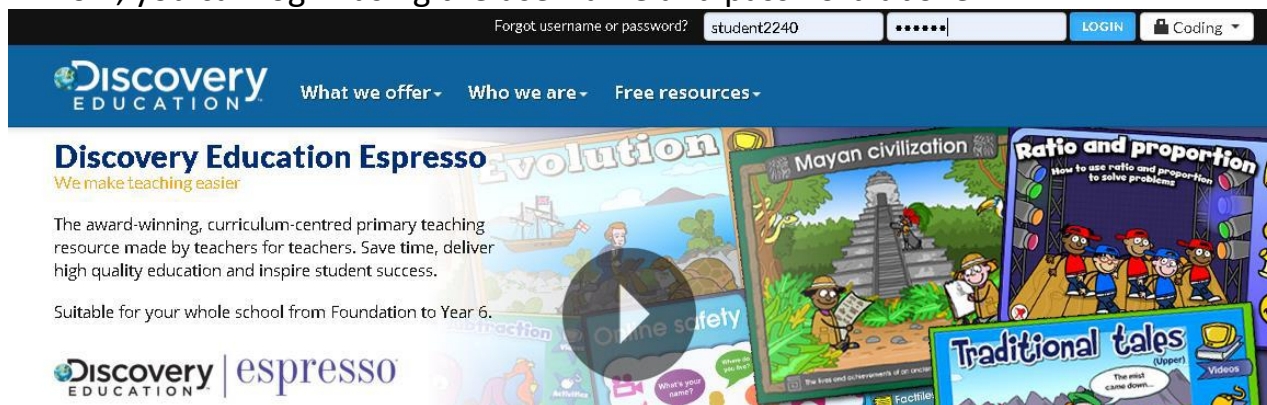
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3. Once the home page has loaded, go to the top right hand corner and click the login tab. Then, click on coding from the drop down menu.



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



5. Once you have logged in, go to Unit 3B, then Lesson 5.

1		 <b>Unit 1a</b> On the move	 <b>Unit 1b</b> Simple inputs
2	<b>Year 2 Starter Unit</b> 	 <b>Unit 2a</b> Different sorts of input	 <b>Unit 2b</b> Buttons and instructions
3	<b>Year 3 Starter Unit</b> 	 <b>Unit 3a</b> Sequence and animation	 <b>Unit 3b</b> Conditional events (Selection)
4	<b>Year 4 Starter Unit</b> 	 <b>Unit 4a</b> Introduction to variables	 <b>Unit 4b</b> Repetition and loops

6. You are now going to work your way through each of the different steps. Read the task and then try to debug the coding. Only watch the video for each step if you get stuck and need to know how to fix the errors for each program.



#### Step 1: UFO crash

Debug this program to make the UFO fly when the keys are pressed and stop when it hits a wall.

Start



#### Step 2: That's fishy

Work out why this program won't make the green fish disappear when it is eaten and debug it.

Start



#### Step 3: Worms for lunch

This code should make the insects disappear when the bird eats them. Debug it so that it works properly.

Start



#### Step 4: Amazing Carrots 1

Debug this program to so the rabbit stops when it hits the walls.

Start

7) Once you have worked your way through debugging each of the programs, show your family how you did this and what new skills you learnt when fixing each error.

8) Then have a think about these questions:

*-What did you find easy today?*

*-What did you find difficult today?*

*-Do you now feel confident in being able to debug a program if there is an error?*

*-Did you learn any new technical vocabulary today?*

**Write your responses in your home learning book.**

**Well done for debugging code today! 😊**