

Coding

As part of their Digital lessons, the Year 6 pupils were given a task to develop a simple Maths game, using Scratch, suitable for a pupil in Year 1.

Before designing the game, they found out what the Year 1 pupils could do, looked at some sample Maths games and then set about creating their own games.

After weeks of work (and plenty of debugging) the games were ready to test.



The Year 1 pupils put the games through their paces and gave some valuable feedback to the Year 6 girls.

They are now going to use the advice given to make their games even better. Programmers of the future!

