

Computing Task – 18.6.20

For today's computing task, you will need your myuso login details. These can be found on the front of your home learning folder. You will find your details in the box with username and password.

USO: Each child has a USO log in to access a range of LGfL resources, including busything.co.uk/lgfl-login and j2e.com. Both of these resources have many activities covering a range of subjects for children to use.

- For Key Stage 2 children, please click on LGfL and Normal USO Login. They will then have to enter their username and password.
- For EYFS and KS1 children, please click on Who Am I Login. The children have to find their class or teacher, their name and then enter their pin. Their pin is their birthday (for example, if their birthday is on the 3rd April then their pin will be 0304).

Full username	Password	First Name

Once you have found these details you are ready to start.

Today's focus:

I can produce an accurate set of simple instructions (code), to program (control) an on-screen object (or floor 'robot'), using trial and error to refine (de-bug).



Follow the instructions below to log in to Busy Things and complete your tasks.

1. Click here for the link to myuso
<https://my.uso.im/>
2. Click on the red USO login button
3. Type in your login details using your front cover of your home learning folder
4. Once you have logged in, click on Busy Things and log in as pupil
5. Click on Key stage 2 – Year 3/4 – Computing
6. Click on Busycode and then select code disco
7. Start with the tutorial which will tell you how to control and program Beard Man. Follow and complete the 9 steps in the tutorial.

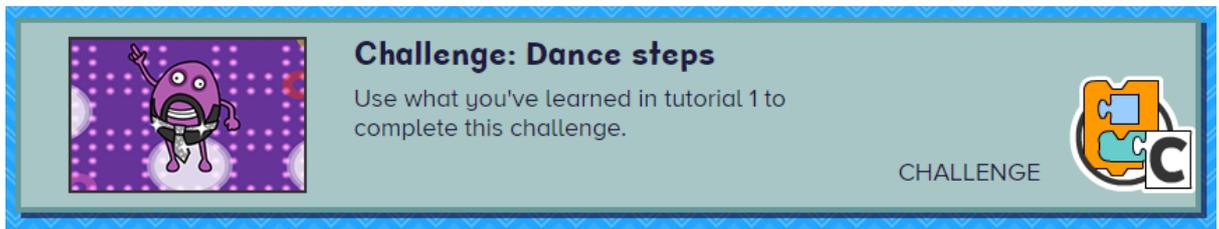


Tutorial 1: The basics
Learn how to create, run and debug simple programs in Busy Code.



TUTORIAL

8. Once you have completed the tutorial you are ready to move on to the challenge!
Click on Challenge: Dance steps.

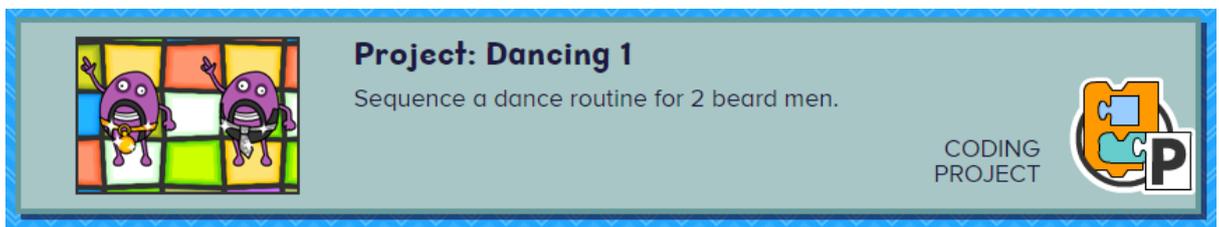


Challenge: Dance steps
Use what you've learned in tutorial 1 to complete this challenge.

CHALLENGE

The banner features a purple character with a beard and a white shirt dancing on a purple stage with white stars. To the right is a logo consisting of two interlocking puzzle pieces, one orange and one blue, with a white 'C' on a black background.

9. You can use what you have learnt so far to program Beard Man. These challenges are harder, so if you need help go back to the tutorial to remind yourself!
10. Finally click on Project: Dancing 1. Here you will give each beard man a sequence of steps to follow to create a dance routine. This can be a little tricky, so make sure you read the instructions carefully!



Project: Dancing 1
Sequence a dance routine for 2 beard men.

CODING PROJECT

The banner features two purple characters with beards and white shirts dancing on a stage with a colorful grid background. To the right is a logo consisting of two interlocking puzzle pieces, one orange and one blue, with a white 'P' on a black background.

Well done if you have completed step 10, you have now passed your basic coding training!

If you are enjoying this activity and would like a challenge, have a go at Code Disco section 2: Loops.

Let me know on the blog how you got on with this activity today!

If you need any help, please post on the blog and I will try to get back to you as soon as I can.

Enjoy!

