



## Turnbull High School

November 2017

Dear Parent/Guardian

### **Computer Science Education Week - 4th – 10th December 2017**

As part of global Computer Science Education Week, all S1 and S2 ICT pupils at Turnbull High School will be taking part in **The Hour of Code**. As skills in Coding are key to creating software, games, apps and websites, this activity will give pupils an opportunity to start to develop these key skills for learning, life and work. **The Hour of Code** is a one-hour Coding experience, and all materials are accessed online at **www.code.org**

### **Get involved! Family Learning Homework Task for week beginning 4<sup>th</sup> December 2017**

Pupils have been asked to share their class experience in coding to demonstrate to a family member how to complete **The Hour of Code** using the internet (at home or in a local library).

There are various levels that can be completed, so this can be undertaken by family members of all ages and abilities!

After completing **The Hour of Code**, pupils are asked to take a photograph of their family member with their personalised **Hour of Code Certificate of Completion** for a school display. NB This should only be done with permission from the parent/guardian/contributor!

In addition, pupils will gather some feedback about how the experience was enjoyed by their family members. Photos/comments can be e-mailed to [cmclaughlin@turnbull.e-dunbarton.sch.uk](mailto:cmclaughlin@turnbull.e-dunbarton.sch.uk), or these can be returned to school with your son/daughter. Please add the names of pupil and contributor to the back of the photo, or in the Subject of the email.

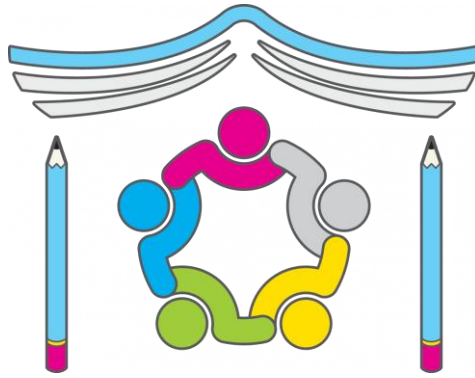
For full details on **The Hour of Code** please see the guidance notes on the reverse of this letter – or visit **www.code.org** for more details.

We appreciate your support with this Family Learning homework task – and wish our pupils well as they embark their journey of digital citizenship.

Yours faithfully

Ms McLaughlin  
**Principal Teacher**  
**Business Education and Computing Science**





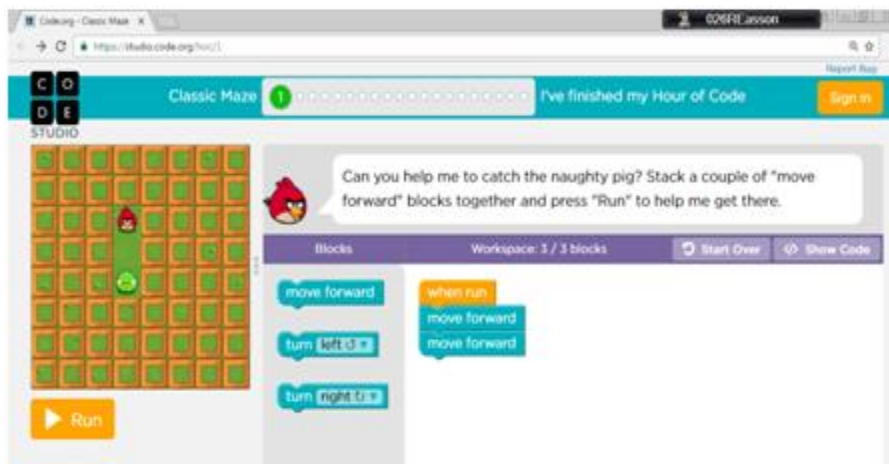
## Guidance Notes

1. In your browser bar, type in <https://code.org/learn> - alternatively you can type The Hour of Code into Google and search.

2. Once on the site, scroll down the page with the various coding games till you find 'Write your first computer programme'. Click on this to begin coding!



3. The Hour of Code works on a drag and drop command system;



**STEP 1** – Drag the commands from the Blocks column the Workspace section to create the commands for the game. Make sure to join the command up! (TIP! The workspace section has a number e.g. 2/4. The bottom number - 4, tells you how many block there should be in the workspace. The top number - 2, tells you how many blocks have been placed in the workspace.

**STEP 2** – When you have dragged all the blocks over to the Workspace section, click run to see if the coding worked!

If the coding did work – Great! Move to the next level.

If your coding didn't work – don't worry! Just click reset and try again. If you need to delete a block that you have placed in the Workspace section, then just click on it and hit Delete on the keyboard.