

Computational Thinking- Unplugged



What is it?

Unplugged learning involves pencil and paper as well as cards, logic games or simple body movements to represent computational concepts such as algorithms or loops.

Learning Opportunities

- Follow the Leader
- Be a BeeBot
- Navigate around a map
- Draw a monster
listening to instructions
- Navigate around a maze or course
- Debug- what is wrong with these instructions?
- Create a dance routine



Give it a go

Baking Algorithm

Code a Cake

Make a Jam Sandwich

This is a super way of emphasising the need to be specific when giving computers instructions. If (like the video above) the practitioner isn't given explicit instructions by the learners then the algorithm does not work. They need to debug to ensure that the algorithm is correct.



It is always good to start with routines they know well e.g. brushing teeth.

Useful Links

Code- Early Years Lesson Plans

Barefoot- Early Years Prompt Cards

Barefoot- Early Years Resources

Unplugged in the Early Years

Education Scotland Blog

