

Running your Coding Adventure: FAQs for Teachers and Leaders

How much time shall I allow to run my coding adventure?

The main film is approximately 20-25 minutes long, depending on the coding adventure you have chosen (and if, and for how long, you pause to answer some of the questions).

It could be shown in an assembly to the whole school/youth group, a whole year group, or in a classroom or small group setting.

There are several follow-on activities to choose from. Each activity takes approximately 45 to 60 minutes. Activities are to be led by teachers/leaders, with the schedule designed by you.

Which follow-on activity is right for my school or club?

You may choose to run just one or two activities straight after the video, run all of them over a day, or spread them out during a week with one per day.

Activities for ages 5-7

For ages 5-7 we would recommend:

- Program Yourself (PY)
- Program Each Other (PEO)

Program Yourself (PY) – A fun physical challenge input, following the theme of the coding adventure, and guided by ‘Professor’ Trice. This is in an interactive video format, with the children following along, and acting out being robots themselves following algorithms!

Program Each Other (PEO) – A hands-on activity which requires you to split the children into groups of 3 (one designer, one writer and one tester). Ideally to be run in the school hall but it can also be an outdoor or table-top activity. Resources needed:

- One whiteboard and pen per group (ideally have one each for the whole group demo)
- Printouts (which can be found on your dashboard)
- Rubber dots/cones/paper) to form arrays of 3 x 4 (one per group)
- Chalk (if preferred to rubber dots if running the activity outside)

Activities for ages 7-8

For ages 7-8 we recommend:

- Program Yourself (PY) – see above
- Program Each Other (PEO) – see above
- Scratch Programming Activity – see below

Scratch Programming Activity – You don’t need a Scratch account for this, simply go to <https://scratch.mit.edu>, click on ‘start creating’ and follow the Get with the Program instructions on your dashboard in the Teaching Guide. Alternatively, you could watch the explainer video along with the children.

Activities for ages 8-11

For ages 8-11 we recommend:

- Program Each Other (PEO)
- Program Each Other (PEO) Extension (where available, depending on the coding adventure)
- Scratch Programming Activity
- Scratch Programming Activity Extension (where available, depending on the coding adventure)

How long do I have to access my coding adventure?

As soon as you have received the login information, you can access all the resources for preparation purposes (other than the main film). This includes the explainer videos, teacher overview letter, lesson plans, teaching guides, etc.

What if I press play on the main film?

Once you press play on the main film it triggers a 7-day countdown before the entire coding adventure expires. (Note, all other films are fine to watch.) We recommend you press play on the main film the day before you run your session to check that it's working on your computer and interactive whiteboard.

What if I need longer than 7 days to complete the coding adventure?

That's no problem. Just let us know what your timeframe is, and we'll set up an extension for you.

When should I login to my account?

Please login as soon as you receive the account information to make sure there are no technical issues.

If possible, we recommend that you login from the computer and interactive whiteboard that you'll be using to run your coding adventure, and do this in the setting where you'll be running it, to check Wi-Fi access and potential blocks.

I still have a question

That's no problem. Please email danielle.marlow@getwiththeprogram.org.uk (copying in getintouch@getwiththeprogram.org.uk).

Danielle Marlow

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