

Attention all Coding Adventurers!

We're delighted that you are planning to run our exciting Moon Landing Coding Adventure at your school or club – thank you so much for getting involved!

Introducing our Moon Landing Coding Adventure

Embark on an exciting adventure with '**Professor**' Trice as she guides the children to help them land a robot on the moon!

What's in store – our exciting primary-age **coding adventures** are made up of:

- A fun, 20-25 minute theatre-in-education streamed video assembly
- A selection of engaging 45-minute follow-on activities
- A variety of resources to help you out and make planning quick and easy!
- Content that covers the key terms in the computing curriculum
- A truly novel approach to computing that ensures the children have a lot of fun!

If you need more info, don't worry – you can find a more detailed overview at the end of this letter!

So, our **Moon Landing Coding Adventure** aims to help your children (ages 5-11) learn practical coding skills, as they design, write, test, and debug algorithms to guide AL the Robot on her mission to safely board a Saturn V rocket for the moon. We want your children to get excited about STEM and to see a place for themselves where their unique talents and ideas can shape the future! This engaging aerospace mission also integrates other areas of interest and the curriculum, such as maths, science and literacy, as well as a range of essential skills.

This fantastic educational package is designed to be run by you, the teacher or leader, over about half a day, (or in a few sessions), and with all the planning work taken off your hands! When you log in to your account on our platform (www.getwiththeprogram.co.uk), the dashboard will contain all the digital content needed for preparation, including this letter, video links, teaching guides, lesson plans, worksheets and other printable resources.

Getting started

- Once you have logged in to your school/club account, you will see the Moon Landing Coding Adventure listed on your dashboard (check further down, in case it's below some of our other content).
- Select **INTRODUCTION** from the dropdown menu beneath, and you'll find some general information (including this letter) and an introductory video about our coding adventures (which you can also see here: www.getwiththeprogram.org.uk/intro-to-our-coding-adventures-video)
- If you require technical support or any other help, please do contact: getintouch@getwiththeprogram.org.uk

The Main Show/Video (20-25 minutes)

On the day of your Moon Landing Coding Adventure (or the day before to check it all), click on 'Launch Show' in **THE SHOW** section to watch the main show with your class. It can be paused/resumed as many times as you like throughout the day.

If you require remote access for your children (for example, in a home-schooling situation), please contact us in advance at getintouch@getwiththeprogram.org.uk to arrange this.

The main show is not accessible more than a day in advance, but you can watch the trailers to give you a feel for it! **Once you start the show, all the resources for the coding adventure will only be accessible on your account for 7 days – starting the show begins the 7-day countdown.** If you are from a club, please get in touch if you need an extension to this time limit.

Follow-on Activities (45 minutes each)

The **ACTIVITY RESOURCES** section gives you access to everything you need to run the activities with your class or group after they have watched the main show/video.

You can choose from:

- **Structured lesson plans** to support your delivery
- **Engaging activity videos** designed as explainer videos for your own use, or they can be watched with your class and paused as required
- **Comprehensive teaching guides** to be used as teaching aids if needed
- **Easy-to-use quick guides** designed to be printed and used as reminders for teachers/leaders/helpers running the activities (alongside detailed guides in some cases)
- **Fun worksheets and a homework activity** designed to further embed the learning, which can be printed and used as required

We recommend that you watch/read everything for your age group in this section, so you know what to expect, and make sure you have printed/collected everything required in advance. Suggested preparation time is about **45 minutes** but this will be less if you have seen one of our coding adventures before.

If you'd like to see an example timetable of how you could schedule the activities you can find one here: <https://www.getwiththeprogram.org.uk/what-is-a-coding-adventure>

After the Coding Adventure

Finally, please don't forget to complete our **short feedback survey** when you have finished your coding adventure - there should be a link after the main show finishes, or you can fill out our online form at www.getwiththeprogram.co.uk/feedback.

With your feedback, we can continue to strive to make our coding adventures even better, as well as letting our funders know how they have been received.

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Moon Landing Coding Adventure Show and Activities: An Overview

A coding adventure includes:	Delivery format:
An assembly/show This 20-25 minute video is designed to: • Capture your children's imagination and get them excited about STEM – through professors, space and robots! • Introduce them to coding skills and curriculum key terms • Build anticipation for the follow-on activities • Get them joining in! There are opportunities to pause the show throughout for you to ask your children questions and/or allow time for discussion.	The delivery format is up to you, depending on how many of your pupils participate. For example, it could be shown in an assembly to the whole school or youth group, a whole year group, or in a classroom or smaller group setting.
Follow-on activities, tailored for children of either ages 5+ or 7+ (age ranges below are guidelines) The aerospace-themed follow-on activities, accompanied by lesson plans, teacher guides and explainer videos, include: • Program Each Other (PEO) activity (ages 5-11) with an extension activity, which has floor, tabletop or programmable vehicle variations • Program Yourself (PY) video-based low-prep activity (ages 5-9) • Scratch programming activity for (ages 7-11) • Jobs in Aerospace video and bingo game (ages 7-11) • Jobs in Aerospace Worksheet (ages 5-11) • Jobs in Aerospace Homework Worksheet (ages 5-11) Each activity takes around 45 minutes.	Activities to be led by teachers and leaders, with the schedule designed by you. For example, 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.
Printable resources • Quick guides for teachers/leaders/helpers • PEO activity-specific printable resources • Scratch programming detailed guides with solutions for the Scratch activities • Jobs in Aerospace bingo game • Worksheets and homework sheets (including Jobs in Aerospace worksheets) • Certificates (for the whole class or one per individual)	Resources to be printed in school.

Have a wonderful time on your coding adventure