JUNIOR SCHOOL CODING DAY

Last week, all classes from Kindy to Year 6 participated in a grade-based Coding Day.

The different activities helped to give students an understanding of coding and develop their computational thinking skills.

Students worked in pairs or small groups and experimented with different types of code. They created coding sequences to control robots, move objects on a computer screen and solve different problems. Students learned to persist and work through challenges, especially if their first coding attempt wasn't successful.

Some highlights were the Spheros, Makey Makeys, 'coding' our friends through a maze and the Code-a-pillars.

Some student reflections of Coding Day:

"We did pirate maps, Code-a-pillars and Scratch Jnr on the iPad." – Ezekiel, Kindy

"My favourite was the Scratch because my brother does it in Year 4." – Clara, Kindy

"It was a good day. We did Scratch, Spheros and Makey Makeys." – James, Year 3

"I liked Spheros and rolling them around. It was fun." – Simon, Year 3

"Coding Day was great! I liked Grok and the puzzle activities." – Annalise, Year 5

"The python code was difficult, but fun." – Isaac, Year 5

"I liked using my brain in cool ways for puzzles, Scratch and Spheros." – Isaiah, Year 6

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