YEAR 4 DIVE INTO CODING

Year 4 students have been discovering how algorithms function in computers and have been having a blast! They have explored three types of algorithms, learning how loops improve efficiency and how conditions and branching create alternate pathways.

Students have also been introduced to pixels and how they form digital images. Through hands-on activities, they followed pseudocode to create origami fish, wrote algorithms to design digital pixel images, wrote steps for their friends to follow to make the perfect paper airplane, and created branching flowcharts and digital dice.

The students have had so much fun developing key Digital Technologies Processes and Production Skills, including describing, implementing, defining, and planning. Their growing confidence and enthusiasm in coding have been fantastic to see!

Mr Kieran Aggett
Junior School Teacher - Year 4 Year Leader