Session 5: A coding game

To practise some programming skills using a game

Let's learn
There are a number of games which have been built around some of the ideas of programming. Today we are going to use the FixTheFactory app.

Let's do
Open the app and watch the video.
1. Can you tell what you need to do?
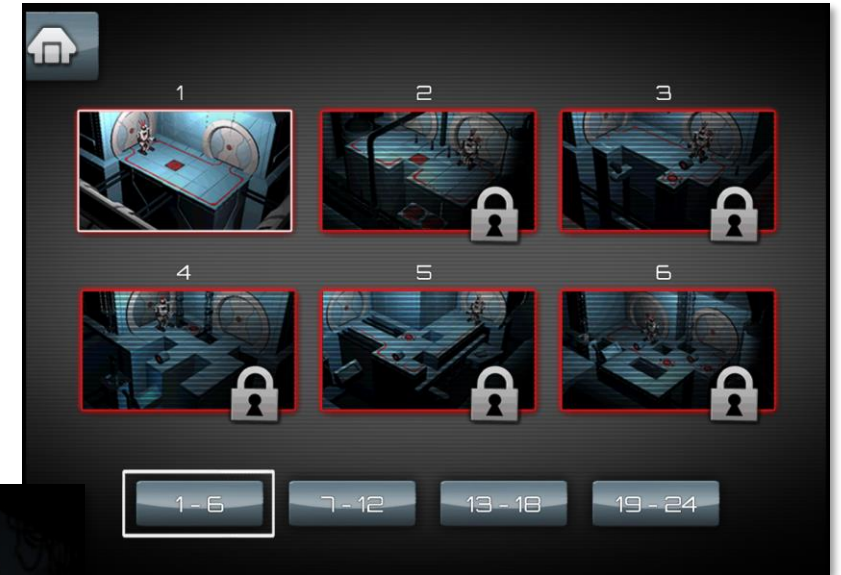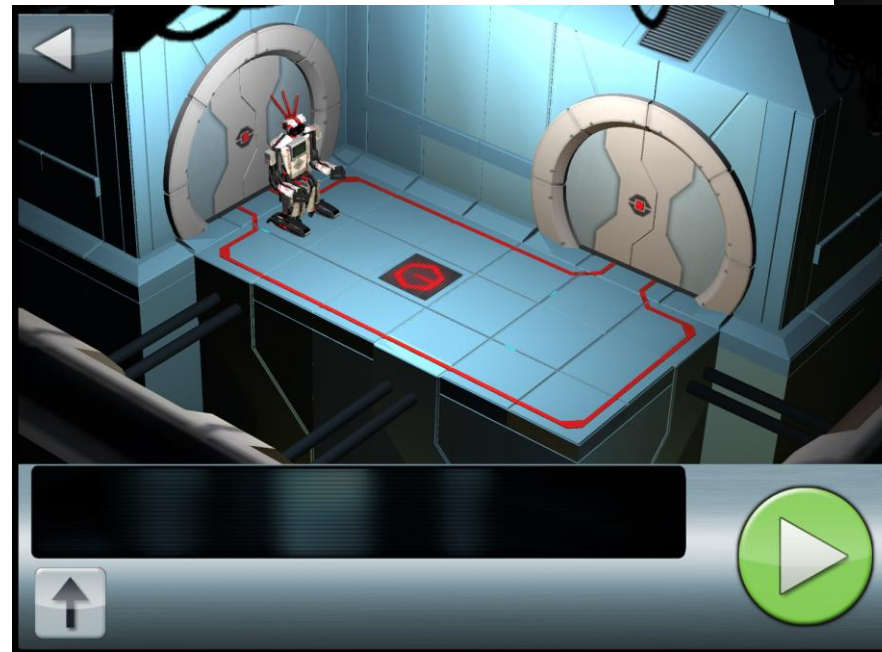2. How do you make the character move?

Let's learn
Do you understand how to play the game?

Let's do
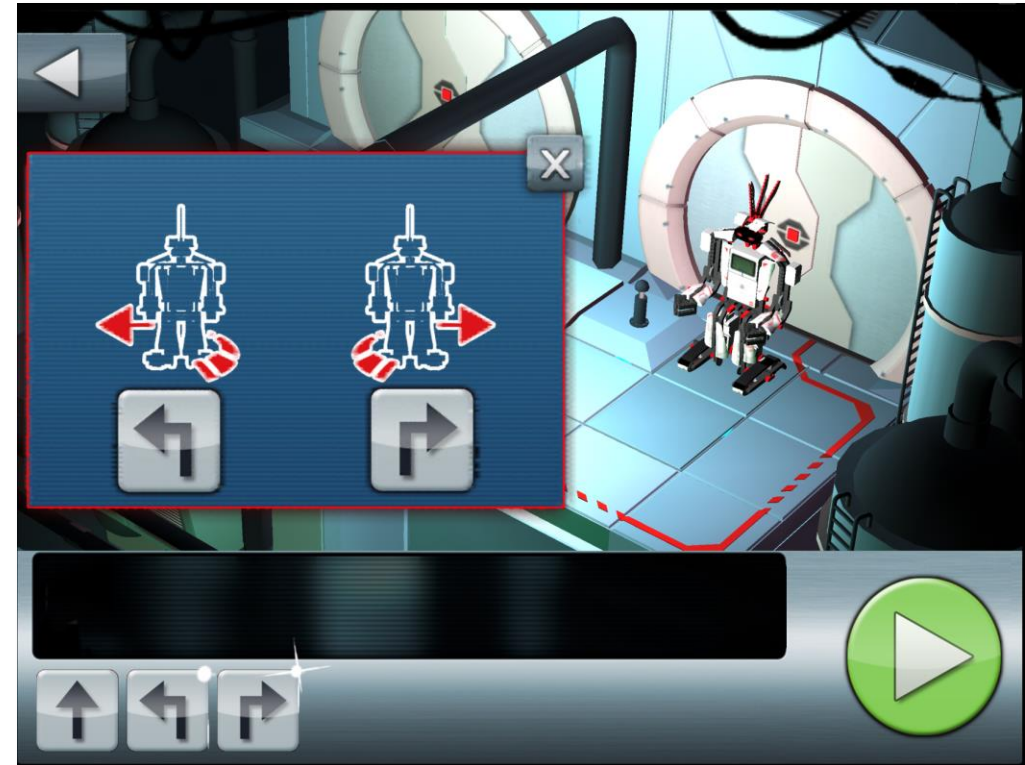Now you are going to make your way through the levels of the game, individually or in pairs.

SWITCHEDON
Computing

Let's review

What did you think of the game?

Let's discuss

Discuss with your partner:

1. What strategies did you use when you had problems?
2. Are these similar to debugging strategies when creating programs in ScratchJr?

Click to see possible answers!

Let's review

1. Being methodical, patient and logical always helps!
2. Very similar – you need to think about what should happen, what is different and how you could fix it.

SWITCHEDON
Computing

Let's learn

FixTheFactory and all the other apps we use on iPads and tablets have been made by programmers.

Let's do

1. Can you work out what rules have been coded in FixTheFactory?
2. What have the game designers done to make it such an engaging game?

Click to see possible answers!

Let's review

1. You must get to a place or follow certain steps in an order.
2. They have made the game fun, with friendly robot characters and nice cartoons.

SWITCHEDON
Computing

Let's discuss

Discuss the following questions:

1. What makes these games enjoyable?
2. What makes the games addictive?
3. Does it matter that these games are quite hard?
4. Do you find that the difficulty makes you want to play more, or does it put you off?
5. Do you prefer easier or harder games?
6. Do you keep playing some games over and over again?

Let's learn
Can you think of ways in which this simple game could be improved?

Let's try
Let's try to improve the game together as a class.