

Digital Technologies Content Descriptor

ACTDIP011: Implement simple digital solutions as visual programs with algorithms involving branching (decisions) and user input (Stage 2)

NSW Syllabus Outcomes

- *ST2-4WS + ST2-5WT ST2-15I - Science
- *MA2-1WM MA2-2WM MA2-3WM MA2-16MG MA2-17MG - Mathematics
- * Safe living PDHPE
- * EN2-1A EN2-4A EN2-10C EN2-12E - English

Title and Introduction

DEBUGGING - Students will encounter digital puzzles that have been solved incorrectly.

Metalanguage - bug, program, algorithms, debugging

Activity - See code.org website
- Debugging lesson plan.

URL - <https://code.org/curriculum/course2/10/Teacher>

Assessment and Reporting

- * Can students predict where a program will fail - Solve debug problems (visual)
- * Successfully modify a program to solve errors.
- * Identify an algorithm that is unsuccessful when steps are out of order
- * Reflect on the debugging process. - use a criteria (summative)

Resources

- * computers
- * Children !!
- * Positive attitude!