Resources
Support slide for children
Debugging Movement worksheet

Prior to lesson
Watch Teacher's video.

Have a good grasp of what debugging is and be able to explain in your own words maybe be linking to identifying an error in maths problem.

Be familiar with the solutions to the debugging challenges.

Assessment
- ☐ Self
- ☐ Peer
- ☐ Talk Partner
- ☐ Questioning
- ☐ Formal
- ☐ Class tick list

Modelling/input
Ensure children have a good understanding of debugging. They will have used debugging in maths to work out why a calculation is wrong.

In the Plenary children look at the five steps for debugging. You may want to introduce this at an earlier stage depending on your children.

Year 3 Step 5
Debugging Movement

Keywords
Debugging, errors, setup

Plenary/Mini Plenary
Show the Plenary slide, and explain the five steps that learners need to follow to complete the process of debugging. The steps are mixed up — ask the learners to arrange them in the correct order. Answer is in the next slide.

LO: To identify and fix bugs in a program
Steps for Success
I can test a program against a given design
I can match a piece of code to an outcome
I can modify a program using a design

Assessment Opportunities
Introduction: You can assess learners' understanding of the terms 'bug' and 'debug', and how well learners can relate the terms to real-world experiences.

Activity 1: You can assess whether learners can identify differences between the design and the program, and identify how bugs can be fixed.

Activity 2: You can assess learners' ability to improve the setup of their projects by utilising new blocks, and then planning to incorporate them into their own projects.

Activity 3: You can assess whether learners can translate an algorithm into code.

Online safety
Choose an activity from our Online Safety resources.