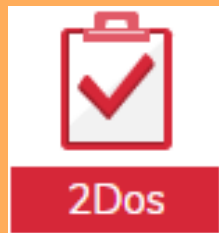# Computing

Our Learning Objective:

I can create and debug simple programs and use logical reasoning to predict the behaviour of simple programs.

Login to Purple Mash and complete the computing activities. (please contact your child's teacher if you are unsure of their login)
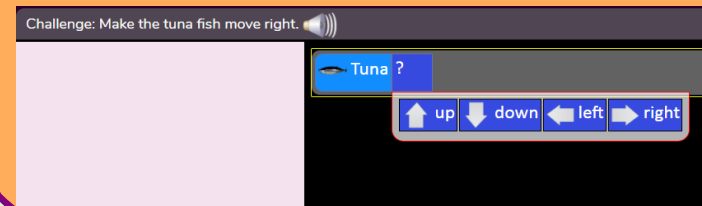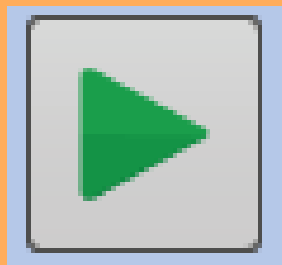
link

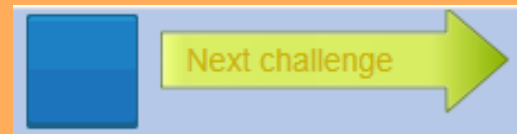https://www.purplemash.com/sch/cookridge-ls16

1. Click on the 2do

2Dos

Fun with fish

2. Follow the instructions by dragging the animal into the coding zone and click the correct direction.

Challenge: Make the tuna fish move right.

Tuna ?

up   down   left   right

3. Press play at the top

4. Click on 'Next Challenge'

Next challenge

Attachments

Carrot Club.exe