

# ALL ABOARD!



**Year:**

**Nursery / Reception**

**Task:**

Walking the plank!

**Computing Focus:**

Algorithms, Creating a sequence of command, Testing, Debugging

**Aims:**

To understand that instructions need to be accurate and in the correct order for 'programs' to work.

**Pre KS 1 National Curriculum coverage:**

Create and debug simple programs.  
That programs execute by following precise and unambiguous instructions.

**Unplugged activity:**



The crew have to get on Captain Jack's ship - the Golden Pig. The problem is the pier is all broken and the planks wonky - can the children write instructions to get the crew aboard?

**Resources:**

Simple direction cards, Forward, Backwards, Turn Right, Turn Left

**Plugged activity:**



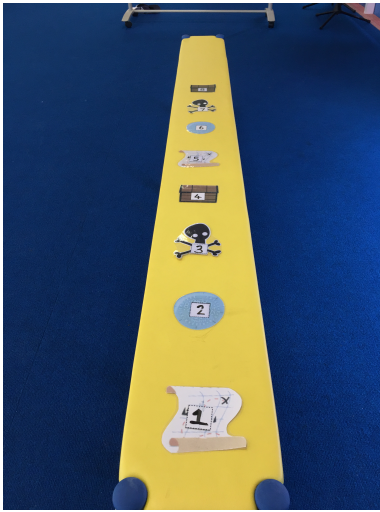
Little red pirate ship online control activities - sail the Pirate ship safely to Treasure Island in direct control mode.

**Resources:**

Little red pirate ship activity in School360, available online for PC & iPad.



# WALKING THE PLANK!



Use the labels to create a route or path from the shore to the pirate ship. Use P.E. mats or other resources to create your pirate ship.

The labels can be either laminated and 'bluetacked' to the hall floor or fixed to planks, P.E. benches - whatever you have available.

The labels can be just the pictures or have numbers 1, 2, 3 or 10, 20, 30 - whatever is appropriate for the children.

The addition of numbers helps to broaden the scope of the activity across the curriculum and introduce different aspects of counting etc.

















In a similar way you could use shapes and symbols, 'go to the square', whatever fits your theme.



The children can try walking the plank and recording the route on the plan sheet or trying to 'write' a plan for other children to follow.

The following pages have Direction cards and a plan sheet for children to fit them on and some labels for creating the route.

# DIRECTION CARDS

Forwards	Forwards	Forwards	Forwards
Backwards	Backwards	Backwards	Backwards
Turn left	Turn left	Turn left	Turn left
Turn right	Turn right	Turn right	Turn right
			
			
			
			

# PLAN SHEET

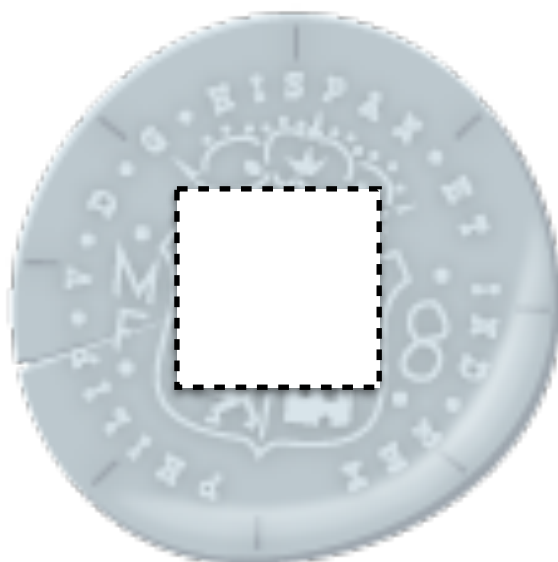
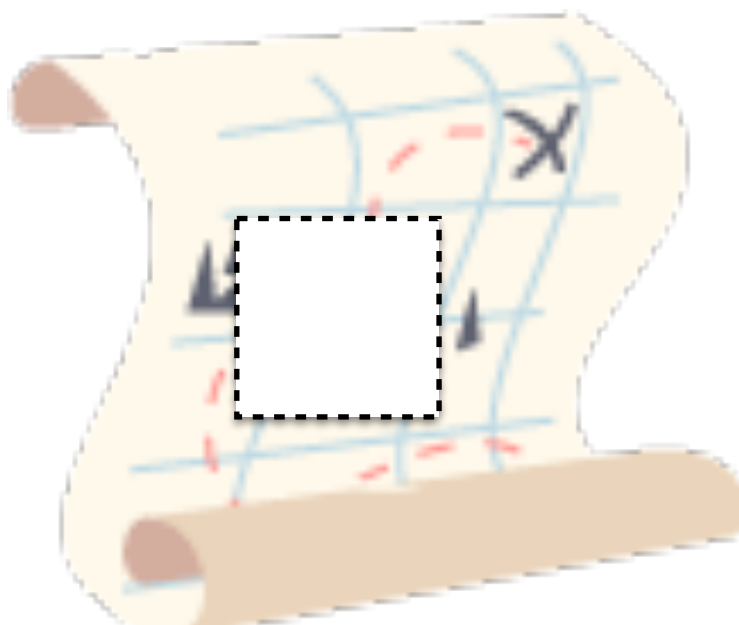
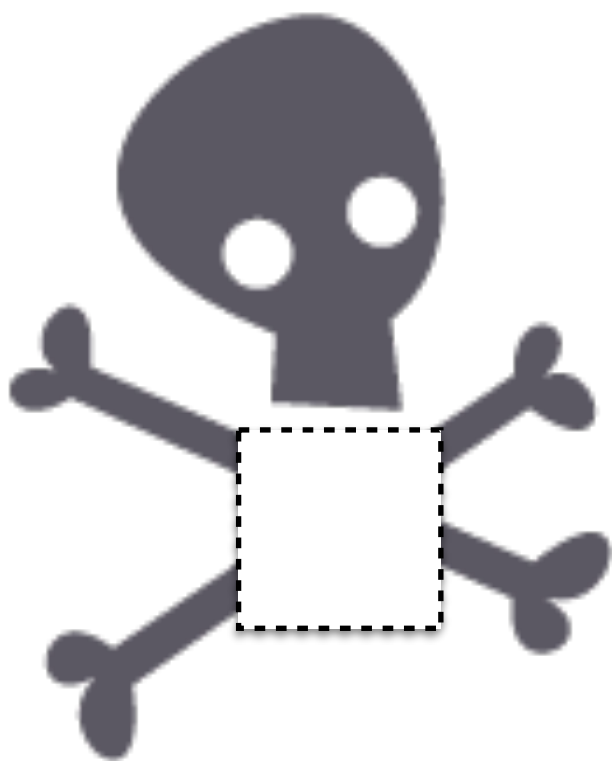
## Plan

[illegible]



LABEL CARDS

WILL NEED ENLARGING!



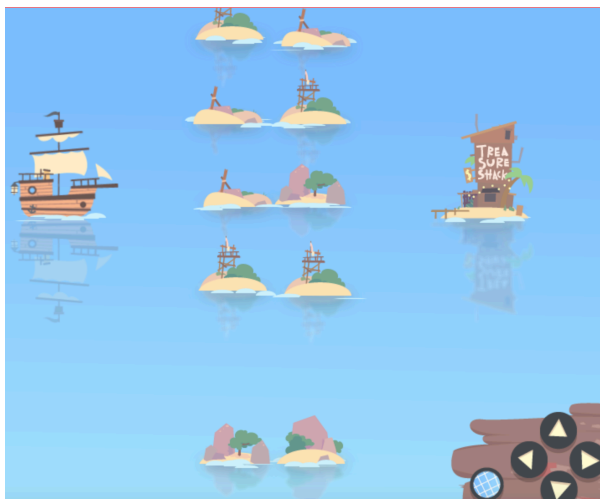
# LITTLE RED PIRATE SHIP



The little red pirate ship software is available in school360 in the EYFS ICT resources area and the computing area.

There are 10 different challenges available, gradually increasing in difficulty, as well as a random screen.

The program has two modes. In this activity we are going to use direct control mode.



## Direct control mode

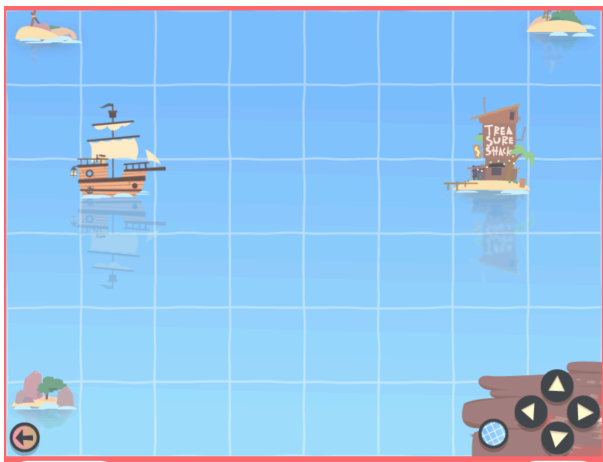
Where the pupil controls the pirate ship with the arrow keys and the ship responds immediately.

If the pirate ship hits the rocks or doesn't reach Treasure island it sinks!

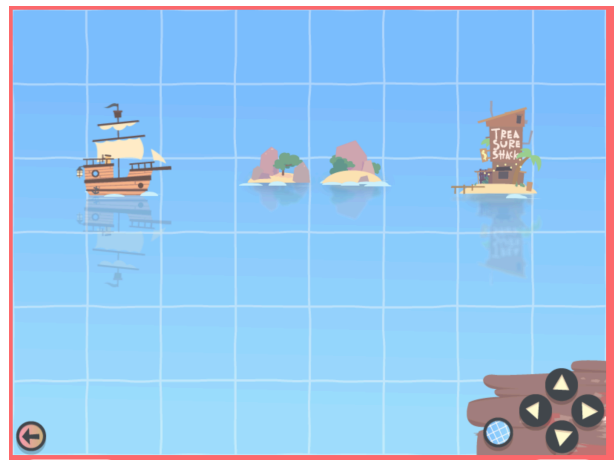
# THE DIFFERENT CHALLENGE SCREENS

The little red pirate ship has 10 screens of increasing difficulty for the children to try and program the Little Red Pirate Ship to get to the treasure island.

Another way to use the little red pirate ship with children is to copy and laminate the following plans and with the arrow cards ask the children to work out the program before they go on the computer program.



Simple



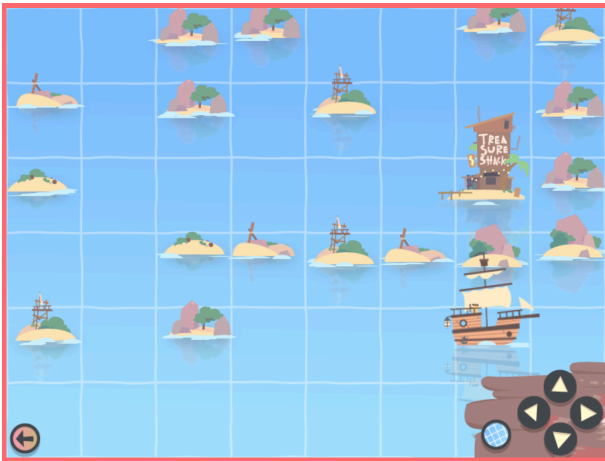
Danger



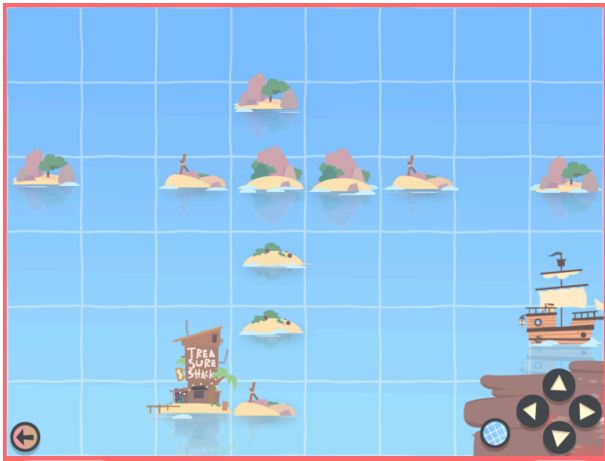
Through the pass



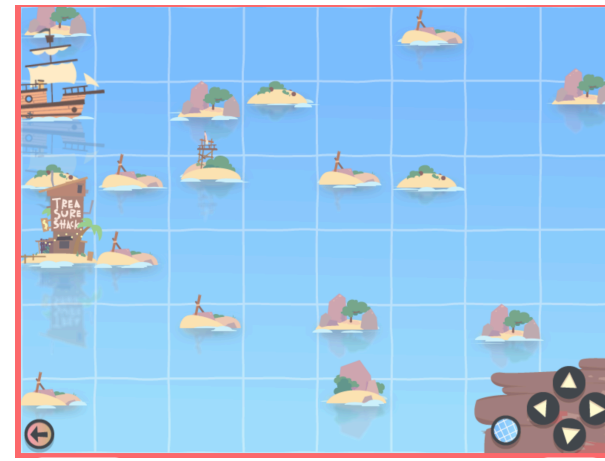
Pirate cove



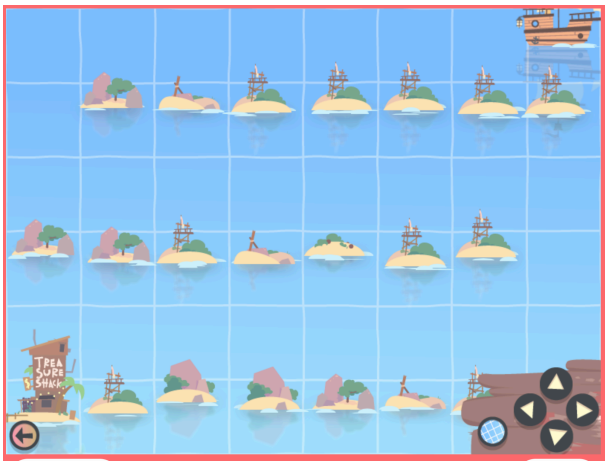
Narrow



Squares



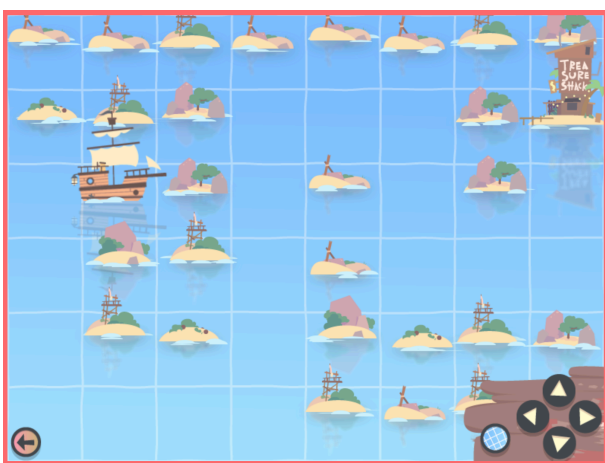
As the crow flies



Creek



Big Island



Rocks