Myth or Fact? #3 · Lesson sheet

Code Race

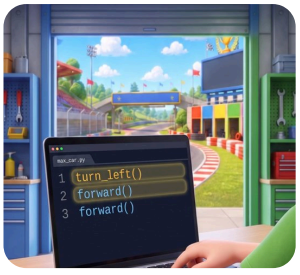
Ages 8-12 · 20-30 minutes · no maths needed

MYTH
You need to be a maths genius to code.

FACT
Coding is like a language: clear steps, in the right order.

What happens in the video

Byte, who calls himself a maths genius, races Max. Byte sets speed and angle, but forgets the step to turn, and crashes into the tyres. Meanwhile Bugsy secretly swaps two of Max's steps, so Max's car turns too early. Max reads his code, finds the wrong order and puts it back: forward, turn_left, forward. Now his car takes the corner and wins.



Bugsy's swap: wrong order



Fixed: the right order

Key words

Instruction: one step the computer does

Sequence: the order of the steps

Bug: a mistake in the code

Debugging: finding and fixing the mistake

Talk about it

1. Byte says he's a maths genius. Why did his car still crash?
2. What did Bugsy change in Max's code, and how did Max find it?
3. Think of something you do in steps every day (brushing teeth, making a sandwich). What happens if you swap two steps?

Unplugged: the robot game (10 min)

1. Make a short route on the floor with tape, with one corner.
2. Pairs: one pupil is the robot, one is the coder. The coder writes the steps on cards: forward, turn left, turn right.
3. The robot does exactly what the cards say, nothing more.
4. Swap two cards (be Bugsy!). Where does the robot end up? Let the coder debug.

On Compulingo (10 min)

With Compulingo Schools or Compulingo Families, children practise steps in the right order in lessons and games at their own level. More at compulingo.app.

Watch the episode: YouTube @Compulingo
Fits digital literacy: computational thinking (algorithms as steps in order, finding and fixing bugs).

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