



## Lesson 2 of 2 Sweet Factory (Organise digital content)

### DFE Computing Curriculum Subject Content Covered:

Key Stage 1 Subject Content:

- use technology purposefully to create, organise, store, manipulate and retrieve digital content

### Resources and Preparation:

This resource is part of the Sweet Factory set of resources for Key Stage 1.

This set of resources is designed to introduce fundamental computer science principles to Key Stage 1 children through a combination of unplugged and plugged activities and real world examples on the theme of sweets.

This resource focuses on Records. It addresses the need to learn to 'organise digital content' in the Programmes of Study. It might be carried out over a number of lessons.

You may wish to pre-make a spreadsheet to aid some students.

### Lesson Outline:

Lesson 2 Plugged:

Children build the key card into Excel and then they can manipulate it by adding different sweets and investigating changing the flavours and colours. Can they use it as a look up?

Link to example look up:

<https://www.dropbox.com/s/x5lcf9igetx3qz/LookupSweeties.xlsx>

<http://codepen.io/anon/pen/yrpmx>

We would talk about how it might be implemented: by adding their own sweets.

They can make predictions about what would happen if you enter different colours and names of sweets.

Key computing concept: understanding the idea of a look up table: how they work and when you might use them.

It is about using a digital version of what we have already modelled physically.

Extending to real world examples:

Link to games children play e.g. passwords for games.

Pokemon decks.

### This lesson would best suit...

Gender Neutral



### Resource Contributor/s:

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