

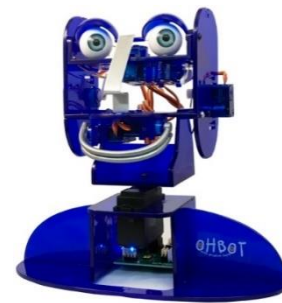
Spring 1 Year 4 - Lesson 6 Debugging

Learning Intention

- I can test and debug my programs

Introduction

Start with the script below. Explain that you wanted to make Ohbot nod three times and count. Ask children to predict what it will do.



```
when green flag clicked
  set head nod to 1
  repeat 3
    say head nod
    set HeadNod to 0
    wait 1 secs
    set HeadNod to 5
    change head nod by 1
```

Ask children to observe what Ohbot does closely when the code runs. Run the script. What does Ohbot actually do? How is it different to what we want?

Model going through the code line by line. Ask children to explain line by line in pairs describing what each block does.

Get children to work in pairs to come up with possible solutions to make Ohbot nod.

Run children's code suggestions

Explain that they can adopt this approach to debugging their own code

Activity

Children open up Ohbot projects they have written this term. Which work and which could be improved? Can they debug their programs to fix them?

Extension

Can children add extra code to their programs to improve them?

Plenary

Evaluation of the Ohbot project. Children to complete the following feedback.