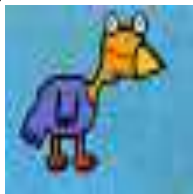




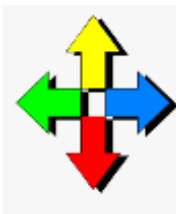
## Computing: Coding and Algorithms

This week in Computing, you are going to focus on **coding** so you can become a Coding Boss! We are going to use **algorithms**, which is really a fancy word for instructions, which you have been writing in English this week and learning about in Maths, so you will be experts! Happy coding!



### Computing Challenge: Path Peril/Chicken Run

Firstly, tackle **Path Peril** (this is **Computing Resource 2**). You can complete this on the **computer or you can print it out** and use a pencil or pen. Your mission is **to plot/create a path for the chicken (so you are giving the computer and/or the chicken directions/instructions) to get him to the cross (X) on each grid. Draw the correct arrows (only one in each square/box) to direct the chicken to the X**. There is, of course, as we learned in Maths this week, more than one way to get to each destination.



### Computing Challenge: Coding Games

**STEP ONE:** Now, I am going to give you some **instructions** to get you to the correct page for some Coding Games. Take your time and follow the instructions carefully:

1. Login to **Busy Things**
2. Click on the **KS1** page
3. Click on **Y1**
4. Click on **Computing**
5. Click on **Early Coding**



**STEP TWO:** Now you have a choice. You can practise your coding by playing **Path Peril** (like our first challenge above but online) or **Puzzling Paths**, or you can really become a Coding Boss and tackle **BOTH**! I've had lots of fun with both games! Happy coding!

