

## ICT Task – Year 2


LI: To give instructions to make objects on the screen move when the program starts.

You will need to log onto *espresso* using this link:  
<https://www.discoveryeducation.co.uk/what-we-offer/discovery-education-espresso>

Log in details:

	<u>Southwold</u>	<u>Hoxton Garden</u>	<u>Orchard</u>
Username:	student3397	student20730	student3352
Password:	southwold	coding	orchard

Click on Unit 2b:

	Lessons	Challenge zone	Free code	Lesson plans & resources
1		 <b>Unit 1a</b> On the move	 <b>Unit 1b</b> Simple inputs	
2	<b>Year 2 Starter Unit</b> 	 <b>Unit 2a</b> Different sorts of input	 <b>Unit 2b</b> Buttons and instructions	
3	<b>Year 3 Starter Unit</b> 	 <b>Unit 3a</b> Sequence and animation	 <b>Unit 3b</b> Conditional events (Selection)	

Set Steps 1-5 as independent or pair challenges

Remember to watch the video lesson before each step – it will tell you exactly what you need to do.