

## YEAR 6

<b>SOFTWARE</b>	<b>SUMMARY</b>	<b>OBJECTIVES</b>
Purple Mash 2 Code	Children continue to work through the Gorilla category of 2 Code.	<ul style="list-style-type: none"><li>• Understand what algorithms are</li><li>• Understand that programs execute by following precise and unambiguous instructions</li></ul>
ai2 Appinventor	Children use the Appinventor to create a timer.	<ul style="list-style-type: none"><li>• Set Appname, title and background colour.</li><li>• Use Palette to create sensors.</li><li>• Use Components to rename.</li><li>• Use Properties to set font size, height, width, text alignment and text colour.</li><li>• Use Blocks to change variables.</li><li>• Use Maths to change values.</li><li>• Use Timer Clock, Timer Label, Math and Variables to select blocks to click, drag and drop.</li></ul>