Computing Knowledge Organiser – Coding on Espresso

Logging on to the laptop



Enter the class username:

- **class7**
- **class8**
- **class9**

Enter the password:
Password1

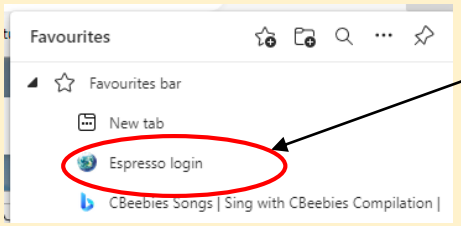
Finding Espresso



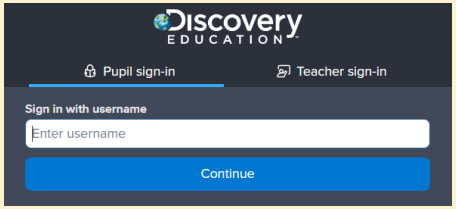
Double click on the internet browser.

Click on 'favourites'.

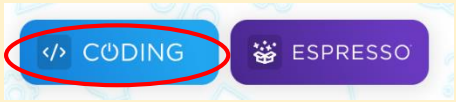




Choose **Espresso login** from the list.

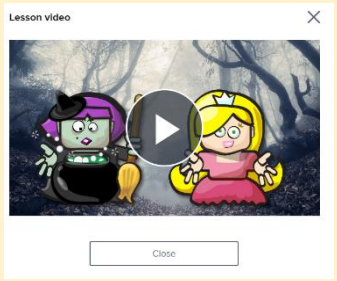


Username:
Student27579
Password:
church

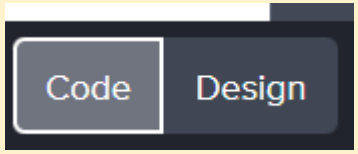


Click on 'coding'.

Key Information



Lesson video
Each lesson has a video that we should watch to make sure we know what to do.



Code and Design
The code area is where we input our instructions.
The design area is where we can view or make the background.

Grey blocks
The grey blocks are objects or characters that can be moved in the program.



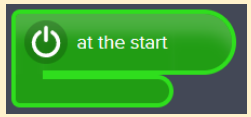


Orange blocks
The orange blocks are actions. You can use these to tell an object to move, stop or hide.

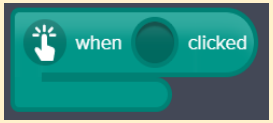
Inputting the code
You input the code by dragging the blocks into the code area.



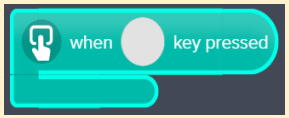
Green/Blue blocks
The green blocks give information about when the event will happen.



'At the start' blocks make an event happen as soon as you run the program.

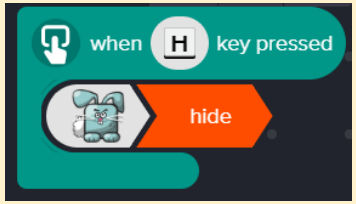


'When clicked' blocks make an event happen when you click on an object.



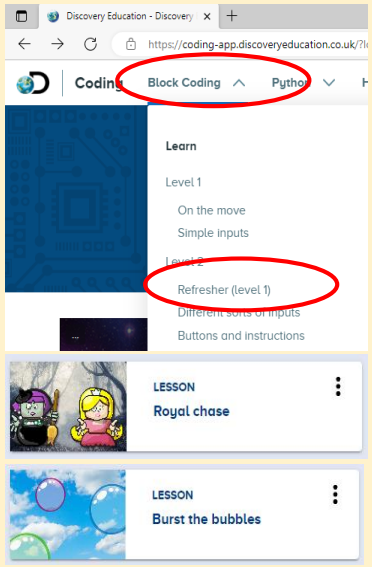
'When key pressed' blocks make an event happen when you press a key on the keyboard.

Here is an example:



When the H key is pressed, the rabbit will hide.

Lesson 1 – L2 Refresher



Click on **block coding**.

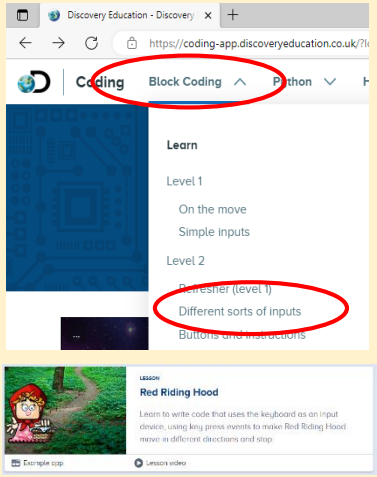
From the list, choose:
Level 2
Refresher (level 1)

This lesson is a recap of your learning in Y1.

1. Royal Chase

2. Burst the bubbles

Lesson 2 – Red Riding Hood



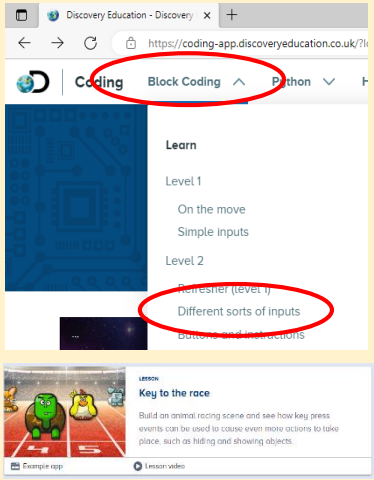
Click on **block coding**.

From the list, choose:
Level 2
Different sorts of inputs.

This lesson is about using a keyboard to make objects move.

1. Red Riding Hood.

Lesson 3 – Key to the race



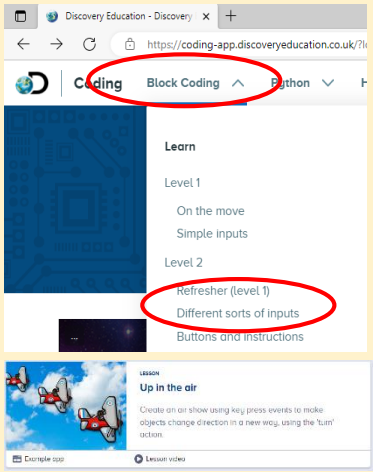
Click on **block coding**.

From the list, choose:
Level 2
Different sorts of inputs.

This lesson uses a keyboard to make objects hide or show.

1. Key to the race.

Lesson 4 – Up in the air



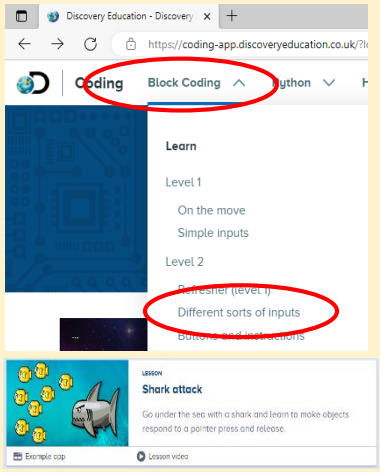
Click on **block coding**.

From the list, choose:
Level 2
Different sorts of inputs.

This lesson is about using a keyboard to make objects turn.

1. Up in the air.

Lesson 5 – Shark attack



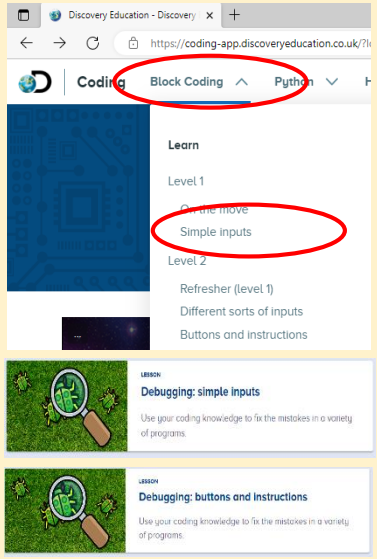
Click on **block coding**.

From the list, choose:
Level 2
Different sorts of inputs.

This lesson is about using a mouse pointer to make objects move.

1. Shark Attack.

Lesson 6 – Debugging



Click on **block coding**.

From the list, choose:
Level 1
Simple Inputs
and scroll down to
Debugging

This lesson is about fixing mistakes in code.

1. Debugging: simple inputs.

If you complete this, try 2. Level 2 - Debugging: buttons and instructions.