

1. As the pupils enter

As the pupils enter show the image of the micro:bit: https://teach.files.bbci.co.uk/micro-bit%20assembly.png

2. Introduction

Ask: Do you know what this is? Explain to the assembly that we're going to find out all about the BBC micro:bit and learn about all of the things we can do with it.

Clarify: The micro:bit IS a real computing device that can be adapted to solve problems, play games and carry out investigations.

3. Play the video

Watch the micro:bit - the next gen introduction video together as a class. The duration is 4' 05".

https://www.bbc.co.uk/teach/microbit/assembly-quide/z4d4qyc

4. Time to talk

Lead a discussion about computing devices in our daily lives by asking questions such as:

• What computing devices do we see and use everyday?

Ask the children about their previous experiences with programming and coding. Can they explain why computing devices NEED a computer program? Are coding and programming the same thing? Have they ever written a computer program to make a toy robot move, or to create a computer game?

Explain that computers need to be programmed and that people who do that job are called computer programmers or coders.

Follow up with a discussion about future jobs and careers, that may not even exist yet.

Ask questions such as:

Could YOU become a computer programmer?
 Remind them that they will be getting the opportunity to build their own code and become computer programmers as part of the

micro:bit project. Emphasise that THEY are coders and computer programmers.



5. Opportunity to reflect

We are very lucky to have access to technology that helps us with daily life and entertains us. We should remember to use it responsibly and respectfully.

We should also think about all the resources and people that helped to create the technology and the devices we use, and who work hard to keep it running safely and efficiently.

