



Coding with Lego

Year 6 have been practicing their coding skills in an exciting new lesson. They've been using sets of Lego, along with specialised, programmable parts to make their creations come to life. Following specific instructions from the computer, the children build their creations, ranging from tropical birds to alligators, and attach their creations to the computer. From there, they can plug their models in and programme them to move and respond to their environment.