Espresso Coding 2.0 Guide

There is a link on the school website, in the 'Children and Nursery' section. Or you can click on the link below.

https://online.espresso.co.uk/espresso/login/Authn/UserPassword

Username: student6032   Password: Think of our school! If you can't remember it, get in touch!

Log in

Username

student6032

Password

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There are 3 options.

Espresso: The main site. It has many great resources on all subjects, with guides and videos for different aspects of numeracy and literacy (including for spelling, punctuation and grammar). It is also a great aid for pupils to research other topics that they are learning in school.

Coding: The original version of the coding site, this has now been updated, but is still available.

Coding 2.0: The new and improved version of the coding site. Pupils now use this site for coding.

My services

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Discovery EDUCATION CODING Version 2.0

In Coding 2.0, there is an introductory video that you can watch. Then, choose 'Block coding' and 'learn'.

Getting started with Block coding

Learn how to get the most out of Block coding with this short video. See how the levels and lessons are structured and how children's learning is supported. Then find out how to get creative and design your own apps and games in the free code area.

Block coding

Get up to speed on how to handle concepts like selection, variables and repetition using visual blocks. Construct code by combining events, objects and actions to make things happen in your program. You can even create your own games and apps.

Learn   Create   Glossary

at the start

move

HTML and Python: These are other forms of coding. In school, we focus on block coding, but older pupils may wish to also try these other coding languages. The recommended year groups for trying HTML and Python are from years 3 to 6. Though these lesson are most accessible for pupils in years 5 and 6 after completing the Block Coding lessons.

Levels refer to the suggested year group. Year 3 would focus on level 3.

Each level has 2 main coding units. These each have 4 - 6 lessons for pupils to try.

**Refresher**: This lets pupils try the main lessons from the previous levels.
Pupils may wish to also try out all of the previous lessons by clicking on the lower levels.
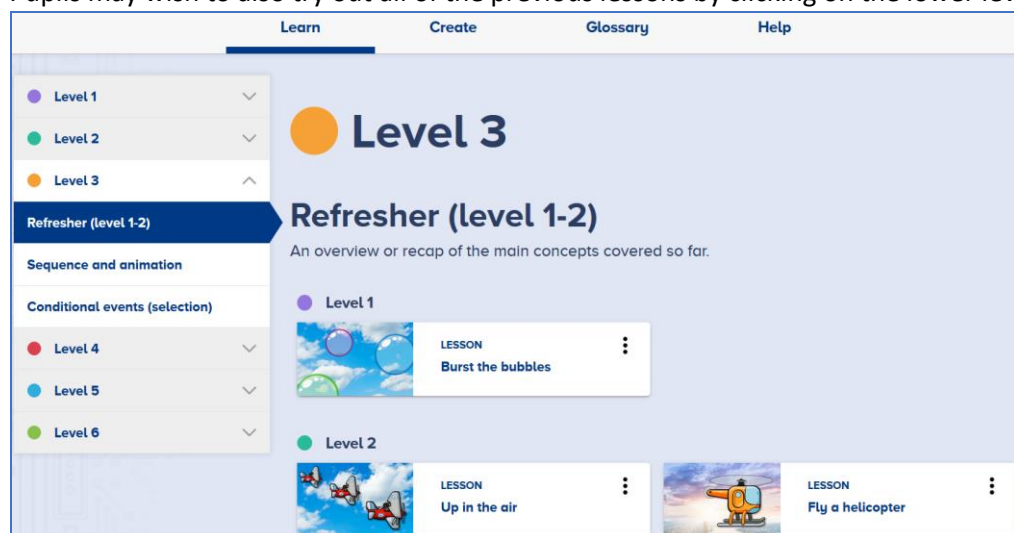
The start of each unit has a **student guide**. These explain the unit and what they'll learn.
They also have worksheets with extra activities for the pupils to try on paper.
Each lesson starts with a **help video** to explain what the lesson will cover.
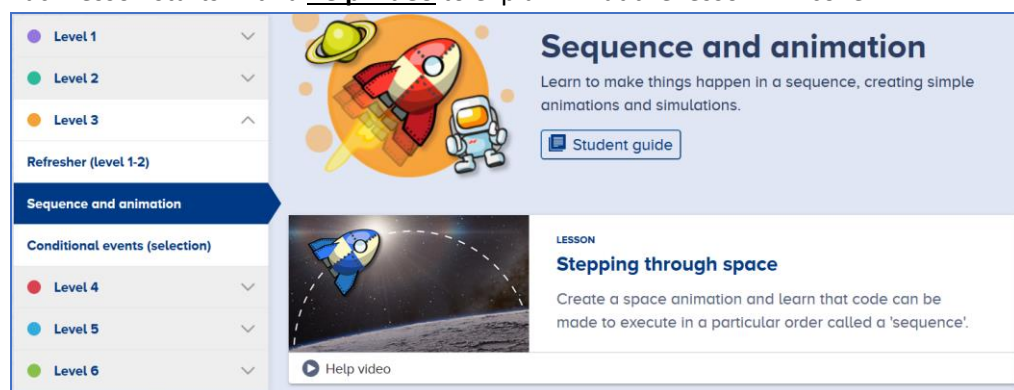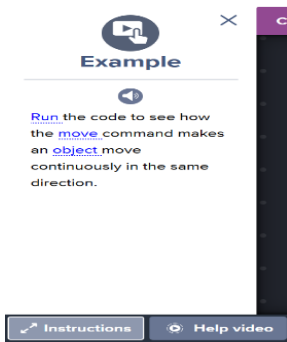

The main lesson screen is made up of 3 parts:
The white **instructions** panel on the left. The grey/purple **code** panel in the middle. The blue **design** panel on the right.

Click on the **grey box** at the top to go between the different parts of the lesson. Sections in green have been completed. The buttons in the top right, let you **reset** any changes you made and turn on **full-screen mode**.
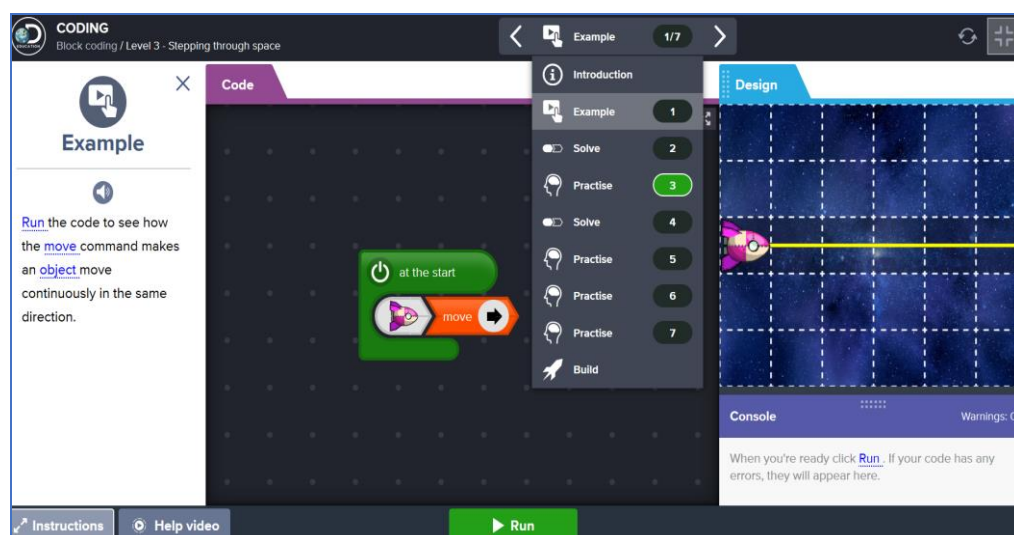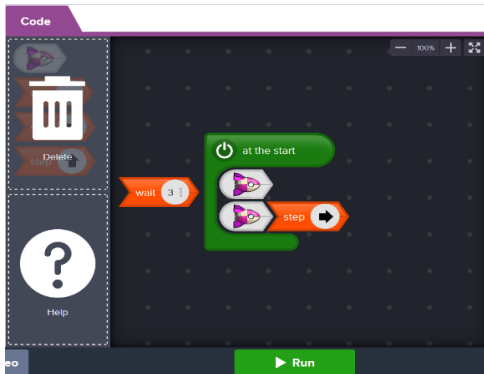
Instructions panel:

Instructions: Click on the word 'instructions' (at the bottom) to make the instructions appear or disappear (this makes the rest of the screen bigger).

Blue words: Click these for a definition of what the words mean.

Speaker: Click this and instructions will be read out.

**Help video**: This replays the introduction video.

Code panel: This is where you write the code. On the left you have the code blocks that you can use.

Drag blocks right: This lets you use them to write your code.

Drag blocks left: This lets you delete them, or gives a helpful explanation of what they do.

Run: Click this to try the code out.

– and +: These zoom in or out. The other button centres the screen.
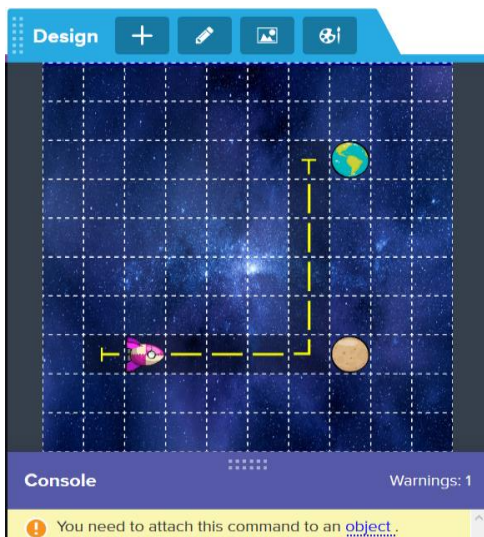
Design panel: This is where you can see how the code runs.

Warnings: These appear at the bottom and show errors in the code that need to be fixed.

Extra options: These appear at the top, but only when in build mode.

+: This lets you add an object, e.g. a rocket or planet, to your design.

**Pencil**: Options for changing the size, position and rotation of the objects.

Postcard: Lets you change the background image.

Paintbrush: Lets you colour in the background.

Cog: For create app (see below), lets you say if you want objects unable to go off screen, or if you want them flying to the other side when it happens.

Create app: This appears in build mode. Click it to copy your work from the build section, into your own app!
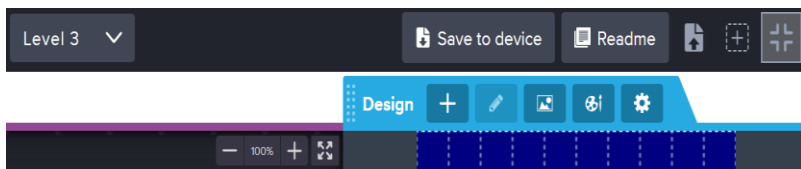
Level: Lets you choose easier/harder blocks and options (for the different year groups).

Save to device: Lets you download your code to your computer. **Please use this if possible, or you will lose your work!** If you save it, you can then share it with your teacher through Google Classroom, or get your parent/guardian to email it to the school. If you want, we could share it on the school website! **Unfortunately, it is not yet possible to save from Coding 2.0 to iPads**, though this is possible from Coding 1.0.

Readme: You can write any instructions or comments for people that use your app in here.

↑: Upload a coding file from your computer (If you downloaded a file, you can open it by clicking here and finding where you saved it, it's usually in the downloads file).

+: Make a new app.

Last button: For full screen mode. Press again or the 'Esc' button (in the top left of the keyboard) to close this.