Quick Start Guide

The Whiteboard

The whiteboard is used to write, test and build childscript applications. Code is written in the left box and when you click reload it will be run in the box on the right. You can use the publish button to publish your content to the web, mobile or download to your local computer.

Basic Commands

type
Example: *type Hello World*
Adds a line of text.

font
Example: *font Times New Roman*
Changes the font used for text.

colour
Example: *colour red*
Changes the font colour.

image
Example: *image http://webaddress.com/myimage.jpg*
Adds an image to the page using the URL. You can usually right click on an image to find it's URL.

link
Example: *link http://google.com*
Adds a link to the page

video
Example: *video youtube cXAdFt5ZUmk*
Adds a video to the page from youtube or vimeo using the video reference found in the page URL.

background
Example: *background pink*
Background changes the background of the page.

ChildScript.com

Most common 'bugs'

If, after reloading the page, nothing appears it is due to an error the coder has made. Below is a list of the most common mistakes children make when entering code;

- misspelling commands e.g *tittle* rather than *title*
- omission of commands e.g *World War 1 began in 1914* rather than *type World War 1 began in 1914*
- Pressing the enter key, to start a new line, in the middle of a paragraph rather than allowing the cursor to automatically move down onto the next line

Teachers Notes

All lessons take approximately 45 - 60 minutes.

Each Lesson focuses upon one or more of the objectives which are set in the National Curriculum computing guidance.

It is suggested that you teach the lessons in the order as they increase in difficulty and complexity.

Before the Lesson
- Before teaching your class download the Lesson plan pdf.
- Take some time to try the lesson out and become accustomed to the programme.
- The lesson notes section on the pdf gives detailed explanations of coding language, offers possible extension ideas and identifies possible 'bugs' the children may come across.

During the Lesson
- It is recommended that teachers introduce each lesson to the whole class using the interactive whiteboard before giving the children the opportunity to try each aspect out independently.
- Displaying the list of commands that the children will require within the lesson may reduce the number of misspelled words and support the children when debugging their own code

Before children participate within these lessons, it is essential that they have knowledge and understanding of online safety as children are required to search for images and publish their work online.