Learn to Code – Plastic in the Ocean
Lesson Plan

Aim

To teach young people digital skills by coding a game that simulates a machine collecting plastic from the ocean. Using this real-life problem, they will then learn more about jobs connected to it.

Mapping

CES 'I Can' Statements	CMS Themes
★ I can discuss the relevance of skills to the wider world and make connections between skills and the world of work ★ I can demonstrate and apply the skills I have learnt across the curriculum in relation to the world of work	★ Horizons

Learning Outcomes

Young people will:

★ Understand how big a problem plastic in the ocean is

★ Learn to code by creating a game to collect the plastic

★ Learn about careers in science and technology

Website references

Before you start

★ Pull up the Learn to Code - Plastics in the Ocean worksheet. You can view this on a screen or print it off

★ To do this activity you will need a laptop or a tablet

★ You will also need access to this website to complete the coding activity **https://www.microsoft.com/en-us/makecode**

Follow-up

The activity looks at roles in science and technology. There are lots of related job profiles on My World of Work that the young person could find out more about:

Games Developer   **Software Developer**   **Marine Biologist**   **Oceanographer**

They can find about related apprenticeships on **Apprenticeships.scot**

Foundation Apprenticeships - **Software Development**
Scientific Technologies **Hardware and System Support**

Modern Apprenticeships – **Information Security**   **IT and Telecommunications**

Graduate Apprenticeships – **IT: Software Development**   **Data Science**
Engineering, Design and Manufacture