

Debugging Shapes (Ages 5-7)

Debugging

Debugging is something we do all the time in computer science! It's the process of working through code and fixing any mistakes or making improvements. This means that our programmes run in the way that they should!

The Challenge – Debugging Shapes

You're going to be using your new knowledge of debugging to fix some shapes!

These shapes aren't quite right: your challenge is to debug the shapes by working out what's wrong and fixing them!

Write down what is wrong and then either draw the correct version from memory or choose the correct shape from our bank!

What You'll Need

Pens/pencils

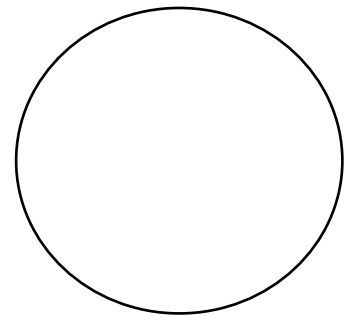
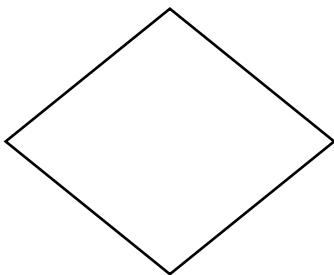
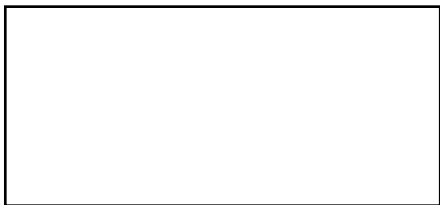
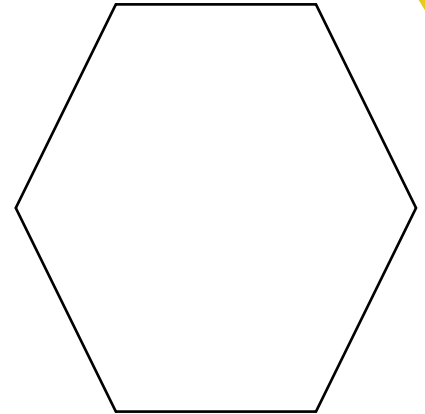
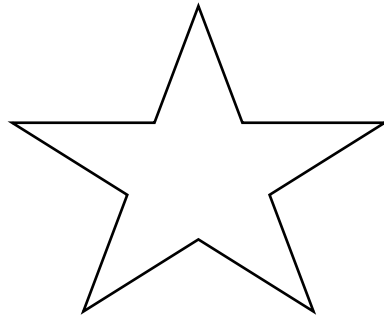
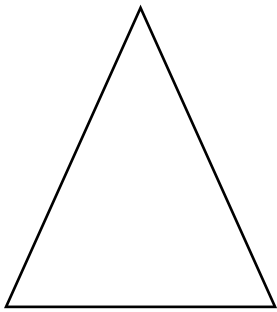
This handout, or plain paper

At least two people (for extension)

Why are we doing this?

Debugging is very important for making sure that computer programmes work correctly! Every coder debugs their work – sometimes it's hard to notice the mistakes, but this gets easier the more you do it!

Bank of Shapes

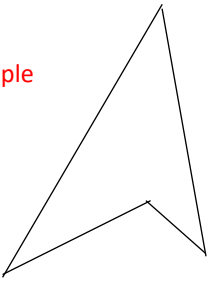


Extension

As an extension challenge, you'll be asking someone else to debug! Choose some objects from around the house and draw them incorrectly (but close enough to the real version so the other person will know what it is).

Ask the other person to debug the objects – you'll be making sure that they debug properly!

Example

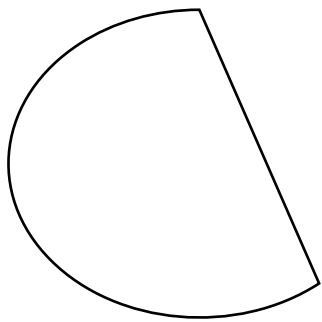
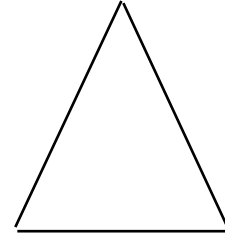


Triangle

What's wrong with this?

A triangle only has 3 sides, but
this one has 4. A triangle should
only have 3 angles.

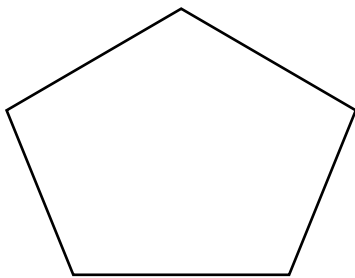
Draw the right shape here!



Circle

What's wrong with this?

Draw the right shape here!



Hexagon

What's wrong with this?

Draw the right shape here!



Square

What's wrong with this?

Draw the right shape here!