

TERM: Autumn 2		YEAR GROUP: 3		SUBJECT: Computing - Scratch	
WEEK 1 DATE: 04.11	WEEK 2 DATE: 11.11	WEEK 3 DATE: 18.11	WEEK 4 DATE: 25.11	WEEK 5 DATE: 02.12	WEEK 6 DATE: 09.12
<p>LO; To explore a programming application.</p> <p>Success Criteria; I can identify that Scratch is a coding application.</p> <p>I can predict what I think different code will do.</p> <p>I can explore an application independently.</p> <p>Main Event; Explore the scratch program and start a new project.</p> <p>Support; Explore one set of blocks giving verbal feedback. Re-watch the tinkering video.</p> <p>Challenge; Encourage them to explore three different coloured sets of blocks.</p>	<p>LO; To use repetition (a loop) in a program.</p> <p>Success Criteria; I can understand and explain what a loop is.</p> <p>I can recognise when a loop is used.</p> <p>I can choose an appropriate loop.</p> <p>Main Event; Use loops to program music.</p> <p>Support; Use fewer sprites, only create on loop.</p> <p>Challenge; Add visual effects to sprites.</p>	<p>LO; To program an animation.</p> <p>Success Criteria; I can decompose a project.</p> <p>I can remix a project.</p> <p>I can select the correct blocks to achieve my goals.</p> <p>Main Event; Create a new project in scratch including an animation.</p> <p>Support; Choose one option from the Resource: Making an animation (e.g. making the Earth spin) to develop their code.</p> <p>Challenge; Could choose more complex suggestions from the Resource: Making an animation (e.g. the rock bouncing off the monkey); could improve their code further without Resource: Making an animation for support.</p>	<p>LO; To program a story.</p> <p>Success Criteria; I can choose appropriate blocks.</p> <p>I can continue someone else's program.</p> <p>I can debug my own program.</p> <p>Main Event; Complete a story using Scratch, giving it a middle and an end.</p> <p>Support; Could discuss or record what they want to happen first on a whiteboard before beginning coding; could add a small amount of additional conversation focussing on the accuracy of their code; could rewatch the Pupil video: Storytelling.</p> <p>Challenge; Could increase the complexity of the program by making other characters appear/disappear; could add sound effects.</p>	<p>LO; To program a game.</p> <p>Success Criteria; I can explain the purpose of an algorithm.</p> <p>I can decompose a problem.</p> <p>I can use an algorithm to code a program.</p> <p>Main Event; Create a class algorithm to program a game and then create it on a device.</p> <p>Support; Could be provided with some of the completed code matched to the algorithm to reinforce the link between the two; could use the Resource: Robot bop for support.</p> <p>Challenge; Could complete challenge activities by independently changing the size of the sprites, changing the wait time and making the sprites change size randomly using the Resource: Robot bop remix (extension).</p>	

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