





MEDIUM TERM PLANNING

Subject	Topic/Key Question	Year Group	Term	Time Allocation
Computing (Skills Lesson)	Programming	2	Autumn 1	6 hours
 Software/App – Scratch Jr				
 Vocabulary <ul style="list-style-type: none"> • Command • Sprite • Compare • Programming • Programming area • Block • Start block • Joining • Run • Background • Delete • Reset • Algorithm 		<ul style="list-style-type: none"> • Predict • Effect • Change • Value 		

Lesson Sequence	Time Allocation	Key Question/WALT	Teaching Activities	Resources
Lesson 1	1 hour	WALT: I can find commands to move a sprite	<p>To choose a command for a given purpose</p> <ul style="list-style-type: none"> • I can find the commands to move a sprite • I can use commands to move a sprite • I can compare different programming tools <p>Introduction: Assess the learners' current knowledge of ScratchJr.</p> <p>Activity 1: Assess the learners' ability to make sprites move in ScratchJr.</p> <p>Activity 2: Assess the learners' ability to predict which blocks will make something happen on screen in ScratchJr.</p> <p>Plenary: Assess the learners' ability to make comparisons between Bee-Bots and ScratchJr.</p>	<p>I pads</p> <p>Scratch JR</p> <p>Teach Computing Resources</p>
Lesson 2	1 hour	WALT: I can run a program with more than 1 block	<p>To show that a series of commands can be joined together</p> <ul style="list-style-type: none"> • I can use more than one block by joining them together • I can use a Start block in a program • I can run my program <p>Introduction: Assess the learners' ability to add and change a background in ScratchJr.</p> <p>Activity 1: Assess the learners' ability to join blocks, using Start and End blocks.</p> <p>Activity 2: Assess the learners' ability to use given algorithms to create simple programs.</p> <p>Plenary: Assess the learners' ability to predict the outcome once a program is run.</p>	<p>I pads</p> <p>Scratch JR</p> <p>Teach Computing Resources</p>

Lesson 3	1 hour	WALT: I can change the value of blocks	<p>To identify the effect of changing a value</p> <ul style="list-style-type: none"> • I can find blocks that have numbers • I can change the value • I can say what happens when I change a value <p>Activity 1: Assess the learners' ability to locate blocks with numbers underneath.</p> <p>Activity 2: Assess the learners' ability to change programs using fewer blocks.</p> <p>Plenary: Assess the learners' ability to spot differences in programs and say what happens when values are changed.</p>	<p>I pads</p> <p>Scratch JR</p> <p>Teach Computing Resources</p>
Lesson 4	1 hour	WALT: I can program more than 1 sprite	<p>To explain that each sprite has its own instructions</p> <ul style="list-style-type: none"> • I can show that a project can include more than one sprite • I can delete a sprite • I can add blocks to each of my sprites <p>Introduction: Assess the learners' ability to delete the cat sprite.</p> <p>Activity 1: Assess the learners' ability to open a saved project, delete programming blocks, and add new programs using algorithms.</p> <p>Activity 2: Assess the learners' ability to add their own sprites to a project.</p> <p>Plenary: Assess the learners' ability to match sprites with their associated program.</p>	<p>I pads</p> <p>Scratch JR</p> <p>Teach Computing Resources</p>
Lesson 5	1 hour	WALT: I can choose appropriate artwork for my program	<p>To design the parts of a project</p> <ul style="list-style-type: none"> • I can choose appropriate artwork for my project • I can decide how each sprite will move • I can create an algorithm for each sprite <p>Activity 1: Assess the learners' ability to design the artwork for their project.</p> <p>Activity 2: Assess the learners' ability to plan their project.</p> <p>Activity 3: Assess the learners' ability to design algorithms to control their</p>	<p>I pads</p> <p>Scratch JR</p> <p>Teach Computing Resources</p>

			<p>chosen sprites. Plenary: Assess the learners' ability to match a finished project with its design.</p>	
Lesson 6	1 hours	WALT: I can test my program	<p>To use my algorithm to create a program</p> <ul style="list-style-type: none"> • I can use sprites that match my design • I can add programming blocks based on my algorithm • I can test the programs I have created <p>Introduction: Assess the learners' understanding of tasks completed during the previous lesson. Activity 1: Assess the learners' ability to select and edit artwork (backgrounds and sprites). Activity 2: Assess the learners' ability to use their algorithms to program their sprites. Activity 3: Assess the learners' ability to test their programs. Plenary: Allow the learners time to share their projects with teachers and other learners and discuss the success of their project.</p>	<p>I pads</p> <p>Scratch JR</p> <p>Teach Computing Resources</p>