



# BILSTON CHURCH OF ENGLAND PRIMARY



## MEDIUM TERM PLANNING

Subject	Topic/Key Question	Year Group	Term	Time Allocation
Computing	Programming	Year 1	Spr 2	Year 6
 Software/App – Scratch Jr				
<div style="display: flex; justify-content: space-between;"> <div style="width: 45%;">  Vocabulary                             <ul style="list-style-type: none"> <li>• Scratch Jr</li> <li>• Bee Bot</li> <li>• Command</li> <li>• Sprite</li> <li>• Compare</li> <li>• Programming</li> <li>• Programming area</li> <li>• Block</li> <li>• Joining</li> <li>• Start clock</li> <li>• Run</li> <li>• Program</li> <li>• Background</li> <li>• Delete</li> <li>• Reset</li> <li>• Algorithm</li> </ul> </div> <div style="width: 45%;"> <ul style="list-style-type: none"> <li>• Effect</li> <li>• Change</li> <li>• Value</li> <li>• </li> </ul> </div> </div>				

- Predict

Lesson Sequence	Time Allocation	Key Question/WALT	Teaching Activities	Resources
Lesson 1	1 hour	WALT: use commands to move a sprite	<p><b>Introduction:</b> Assess the learners' current knowledge of ScratchJr.</p> <p><b>Activity 1:</b> Assess the learners' ability to make sprites move in ScratchJr.</p> <p><b>Activity 2:</b> Assess the learners' ability to predict which blocks will make something happen on screen in ScratchJr.</p> <p><b>Plenary:</b> Assess the learners' ability to make comparisons between Bee-Bots and ScratchJr.</p>	<p>Teach Computing Resources</p> <p>I pads</p> <p>Scratch Jr app</p>
Lesson 2	1 hour	WALT: use a series of blocks to run a program	<p><b>Introduction:</b> Assess the learners' ability to add and change a background in ScratchJr.</p> <p><b>Activity 1:</b> Assess the learners' ability to join blocks, using Start and End blocks.</p> <p><b>Activity 2:</b> Assess the learners' ability to use given algorithms to create simple programs.</p> <p><b>Plenary:</b> Assess the learners' ability to predict the outcome once a program is run.</p>	<p>Teach Computing Resources</p> <p>I pads</p> <p>Scratch Jr app</p>
Lesson 3	1 hour	WALT: use blocks with changing values	<p><b>Activity 1:</b> Assess the learners' ability to locate blocks with numbers underneath.</p> <p><b>Activity 2:</b> Assess the learners' ability to change programs using fewer blocks.</p>	<p>Teach Computing Resources</p> <p>I pads</p>

			<p><b>Plenary:</b> Assess the learners' ability to spot differences in programs and say what happens when values are changed</p>	Scratch Jr app
Lesson 4	1 hour	WALT: use more than one sprite in a program	<p><b>Introduction:</b> Assess the learners' ability to delete the cat sprite.</p> <p><b>Activity 1:</b> Assess the learners' ability to open a saved project, delete programming blocks, and add new programs using algorithms.</p> <p><b>Activity 2:</b> Assess the learners' ability to add their own sprites to a project.</p> <p><b>Plenary:</b> Assess the learners' ability to match sprites with their associated program.</p>	<p>Teach Computing Resources</p> <p>I pads</p> <p>Scratch Jr app</p>
Lesson 5	1 hour	WALT: design a program with multiple sprites	<p><b>Activity 1:</b> Assess the learners' ability to design the artwork for their project.</p> <p><b>Activity 2:</b> Assess the learners' ability to plan their project.</p> <p><b>Activity 3:</b> Assess the learners' ability to design algorithms to control their chosen sprites.</p> <p><b>Plenary:</b> Assess the learners' ability to match a finished project with its design.</p>	<p>Teach Computing Resources</p> <p>I pads</p> <p>Scratch Jr app</p>
Lesson 6	1 hour	WALT: test the program I have created	<p><b>Introduction:</b> Assess the learners' understanding of tasks completed during the previous lesson.</p> <p><b>Activity 1:</b> Assess the learners' ability to select and edit artwork (backgrounds and sprites).</p> <p><b>Activity 2:</b> Assess the learners' ability to use their algorithms to program their sprites.</p> <p><b>Activity 3:</b> Assess the learners' ability to test their programs.</p>	<p>Teach Computing Resources</p> <p>I pads</p> <p>Scratch Jr app</p>

			<b>Plenary:</b> Allow the learners time to share their projects with teachers and other learners and discuss the success of their project.	
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