

Resources

Support slide for children

Prior to lesson

Watch Teacher's video.

Know how to resize a sprite.

Code a sprite to move in one direction – then copy this code and change to control movement in all four directions.

Assessment

- Self
- Questioning
- Peer
- Formal
- Talk Partner
- Class tick list

Year 3 Step 2 Maze Movement

Modelling/input

Explain learning objectives and demonstrate to children how to resize sprite.

Think about code needed to move sprite in all four directions.

Model copying and editing code.

Keywords

Move, resize, algorithm

Plenary/Mini Plenary

Were children able to move their sprites around the maze without crossing the lines.

End the lesson by asking the learners how they could prove that their sprite did not cross the lines.

Show "Could this help?" slide. Explain that there are blocks in Scratch that can be used to draw lines with sprites, and that in step 3, they will be using the pen down block.

LO: To create a program to move a sprite in four directions

Steps for Success

I can choose a character for my project

I can choose a suitable size for a character in a maze

I can program movement

Assessment Opportunities

Activity 1: You can assess whether the learners can choose an appropriate sprite, and if necessary, resize their sprite to fit the maze.

Activity 2: You can assess how effectively learners can translate an algorithm into code, and whether they can adapt a code snippet by duplicating it and changing the event and the direction. You can assess the success of their programming and any debugging required.

Online safety

Choose an activity from the Online Safety resources.