

Resources

Support slides for children

Prior to lesson

Look at unit overview.

Watch teacher support video for lesson that introduces Scratch and the key points covered in lesson.

Scratch 3 is [online](#). It is recommended that Online Scratch is used, but a [download version](#) is available.

Assessment

- | | |
|---------------------------------------|--|
| <input type="checkbox"/> Self | <input type="checkbox"/> Questioning |
| <input type="checkbox"/> Peer | <input type="checkbox"/> Formal |
| <input type="checkbox"/> Talk Partner | <input type="checkbox"/> Class tick list |

Year 3 Step 1 Introduction to Scratch

Modelling/input

Demonstrate Scratch Interface and key features using videos or teacher demonstration.

Plenary/Mini Plenary

Give children an opportunity to create a project with multiple sprites and backdrops.

Keywords

Scratch, programming, blocks, commands, code, sprite, costume, stage, backdrop.

Assessment Opportunities

Introduction: Can learners recall and compare previous programming environments they have used?

Activity 1: Can learners describe the three main areas of the Scratch environment? On sprites, how effectively can learners place and run blocks, and add and delete?

Activity 2: Can learners' transition from sprites to the stage and add new backdrops?

Steps for Success

To explore a new programming environment

I can identify the objects in a Scratch project (sprites, backdrops)

I can explain that objects in Scratch have attributes (linked to)

I can recognise that commands in Scratch are represented as blocks

E-safety

Anyone can post a project on Scratch so there maybe projects that are not age appropriate.