

Resources

Support slides for children
Optional homework sheet
A1 Design sheet
A2 Exploratory task

Prior to lesson

Watch teacher support video that reviews the key points covered in lesson.
Design is an important element of programming and it is good if children see this link.

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 |

Modelling/input

Remind children how to add and delete sprites.
Show how to drag blocks into code area and

Yr3 Step 2 Programming sprites

Plenary/Mini Plenary

Show learners the Scratch project in the link on the slide. The correct answer is set B.

Keywords

Sprites, programming blocks,
motion, turn, point in direction, go

Assessment Opportunities

Introduction: Assess learners' ability to relate a movement on screen to a block in Scratch.

Activity 2: Assess how effectively learners can delete and add sprites, and then how successfully they can follow a plan.

Activity 1: Assess how effectively learners can follow a design plan for a project, (unscaffolded) and how successfully they translate their design into a project.

LO: To identify that commands have an outcome

Steps for Success

I can identify that each sprite is controlled by the commands I choose

I can choose a word which describes an on-screen action for my design.

Online safety

Scratch can be downloaded and it is a trusted site. Always speak to an adult before downloading a program.