

## Resources

Support slide for children

## Prior to lesson

You need to be aware of the difference between the following two blocks:

**Play sound until done:** This will play a sound on its own, and then move on to the next block. It can be used to code a tune, as one sound will not play on top of another.

**Start sound:** This will play a sound as soon as an event happens, e.g. when green flag is clicked. This effect of playing more than one note at once can be used to create chords.

## 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 |

## Yr3 Step 4 Ordering commands

## Modelling/input

Talk through headphone safety (see below).  
Demonstrate how to control computer volume.  
Discuss troubleshooting of common sound problems.

## Plenary/Mini Plenary

Ask learners if they can think of any other examples of sequences where the order is important.

## Keywords

Sequence, order, note, chord

## Assessment Opportunities

**Introduction:** Can learners identify that two events are being used and there are two different sequences?

**Activity 1:** Can learners tell that the order of the blocks in one of the sequences is important, but not in the other?

**Activity 2:** How effectively can learners translate a simple algorithm into code using play sound until blocks?

**Activity 2 (exploratory task):** Can learners create their own sequence?

**Activity 3:** Can learners choose an appropriate event block for a chord (e.g. start on key press), and choose start sound blocks to combine sounds?

**LO:** To recognise that a sequence of commands can have an order

## Steps for Success

I can explain what a sequence is

I can combine sound commands

I can order notes into a sequence

## Online safety

Set rules for using headphones. For example:

Turn down volume before putting on headphones.

Take off headphone when not in use.

Don't put headphones around your neck.