

Overview Autumn 2: 3-5 Yr olds

Continuous Links to EYFS

ELG 3 Speaking: Children express themselves effectively, showing awareness of listeners’ needs. They use past, present and future forms accurately when talking about events that have happened or are to happen in the future. They develop their own narratives and explanations by connecting ideas or events.

ELG 15 Technology: Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes.

Project	Overview	Learning Objectives	Links to EYFS
1. Weather Rhymes	As there is a lot of different weather at this time of year, the children will create a simple animation for “Rain, Rain Go Away” and “The Sun Has Got His Hat On” using the [Go to page ...] block.	<ul style="list-style-type: none"> To use different movement blocks. To use the [Go to page...] block. 	<p>Communication and Language: Maintains attention, concentrates and sits quietly during appropriate activity.</p> <p>Creative: Begins to build a repertoire of songs and dances.</p>
2. Sparkler	This project builds on the skills taught in the previous project. The children will use simple drawings to create a ‘sparkler’, before using small movements to make it look like it is being waved around on the screen.	<ul style="list-style-type: none"> To use looks blocks to create different effects. With some support, use the Paint Editor to create a new character. 	<p>Moving and handling: Begins to use anticlockwise movement and retrace vertical lines.</p>
3. Where’s the Magic Elephant?	Where’s the magic Elephant? Play our fun game and see if you can find the magic elephant hidden amongst the grey elephants.	<ul style="list-style-type: none"> To use different start blocks: ‘start on tap’ and ‘start on message’ To use the ‘Hide’ and ‘Show’ blocks with support. 	<p>Making Relationships: forming good relationships with peers and familiar adults.</p> <p>Listening: Listens and responds to ideas expressed by others in a discussion or conversation.</p>

<p>4. Hibernation</p>	<p>Let's create a simple hide & seek game to locate the animals who are hibernating during the winter.</p>	<ul style="list-style-type: none"> • To use the Hide & Show blocks independently. • To independently position characters on a screen. 	<p>Communication & Language: Beginning to understand 'why' and 'how' questions. The World: Can talk about some of the things they have observed such as plants, animals, natural and found objects.</p>
<p>5. Three little Speckled Frogs</p>	<p>This project would suit more experienced coders as it uses messaging blocks. The rest of the code is simple and repetitive. Let's create an animation based on the popular children's song "Three Little Speckled Frogs". Watch as one by one the frogs jump into the pool.</p>	<ul style="list-style-type: none"> • To use the Jump block. • To use the hide block. • To start using multiple messaging blocks. 	<p>Maths: In practical activities and discussion, beginning to use the vocabulary involved in adding and subtracting. Maths: Counts up to three or four objects by saying one number name for each item.</p>
<p>6. Around the World</p>	<p>This is the last project in this course so we have given the children more freedom to decide how their finished project will look. They will create 2-4 different pages/scenes for their character to journey seamlessly across.</p>	<ul style="list-style-type: none"> • To use the movement and 'Go to page' blocks to make a character appear to travel seamlessly from one page to the next. • To use everything that they have learned so far to start designing and planning their own projects. 	<p>Creative: Constructs with a purpose in mind, using a variety of resources. Being Imaginative: Create simple representations of events, people and objects.</p>
<p>SPARE: Monster Bump</p>	<p>This is a fun spare project that can be adapted to suit 3-5s or 6-8 year olds. The children will choose some spooky monster characters to move about the screen and bump into each other.</p>	<ul style="list-style-type: none"> • To use the 'Start on bump' block. • To practise making a character do two things at once (concurrency). 	<p>Communication and language: listening and attention: Two-channelled attention – can listen and do for short span.</p> <ul style="list-style-type: none"> • Maths: In practical activities and discussion, beginning to use the vocabulary involved in adding and subtracting.