

Overview: Autumn 2: 6-8yr olds

National Curriculum	
Computing Curriculum	Cross-curricular links
<p>KS1</p> <ul style="list-style-type: none"> Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions. <p>KS2</p> <ul style="list-style-type: none"> Use sequence, selection, and repetition in programs; work with variables and various forms of input and output. 	<p>Mathematics Measurement</p> <ul style="list-style-type: none"> To compare, describe and solve practical problems for time [for example, quicker, slower, earlier, later] <p>Speaking & Listening</p> <ul style="list-style-type: none"> To maintain attention and participate actively in collaborative conversations, staying on topic and initiating and responding to comments <p>Design Technology</p> <ul style="list-style-type: none"> To generate, develop, model and communicate their ideas through talking, drawing, information and communication technology

Project	Overview	Learning Objectives
1) Guess the Rhyme	<p>This is the first project in the Autumn 2 course so there are options to create a very simple version for new coders.</p> <p>This game is a bit like the TV show <i>Catchphrase</i>; children will create an animated rhyme, then cover it up with coloured tiles. Tap the tiles to reveal part of the animated image. Can you guess the popular rhyme without revealing the whole picture?</p>	<ul style="list-style-type: none"> To use the green flag and motion blocks to create a simple animation of a popular rhyme. Position characters behind and in front of each other.
2) Fireworks	<p>This is the second project for Autumn 2. Although there is some drawing, the simple version should suit new coders.</p> <p>Let's create a beautiful Bonfire Night-themed animation featuring a flickering bonfire, a spinning Catherine wheel and an exploding rocket firework. Even better if we can add sound effects too!</p>	<ul style="list-style-type: none"> Use the same start block to make two or more characters do something simultaneously. Use the show & hide, and grow & shrink blocks to create a visual effect.

3) Elmer	Let's create a hide & seek game where the player tries to find a magic elephant. Once they discover they elephant they can watch it perform a number of 'magic tricks' such as shrinking and growing, and changing colour.	<ul style="list-style-type: none"> • To skilfully position multiple characters. • To use positioning to create various effects such as hiding a character, or making a character appear to change/transform.
4) All about me	The children will create an interactive poster about themselves. When the different characters are tapped, they reveal more information about the person in the poster.	<ul style="list-style-type: none"> • To confidently record a variety of sounds/messages. • To confidently switch between multiple pages.
5) Escape the dragon	<p>Can you avoid the dragon's fireballs and reach the treasure? Tap on the main character to make them jump out of the way and move closer to the treasure.</p> <p>The instructions are detailed because lots of the characters' actions are coordinated. We have tried to keep them simple and to the point to make it as easy as possible for tutors. If your class has lot of new coders we'd recommend doing the simple version.</p>	<ul style="list-style-type: none"> • To start to use the stop block. • To confidently use all four start blocks. • To coordinate actions between different characters.
6) Gizmo's Spy Code	<p>The children will create a quiz with multiple choice answers. If the answer is correct the player progresses to the next level, but if the answer is wrong they start again.</p> <p>As this is the final project in the course the children will have the opportunity to use their creativity and skills to personalise this project. You may want to provide them with a pen and paper to do a rough 'design' for their project.</p>	<ul style="list-style-type: none"> • To use my own ideas to personalise a project. • To make coding and design decisions based on what I want my finished project to look like.
Spare: Master Chef	<p>Children will create a fun animated scene in which they cook a delicious meal. It will then be judged by a Master Chef!</p> <p>*This project involves quite a lot of drawing so do bear that in mind before deciding to teach it.</p>	<ul style="list-style-type: none"> • To use message blocks with growing confidence. • To confidently use the Scratchjr Paint Editor.