Overview: Spring 2 (3-5 Yr olds)

Continuous Links to EYFS

ELG 02 Understanding:
- Children follow instructions involving several ideas or actions
- They answer 'how' and 'why' questions about their experiences and in response to stories or events

ELG 11 Numbers:
- Children count reliably with numbers from one to 20, place them in order and say which number is one more or one less than a given number.
- Using quantities and objects, they add and subtract two single-digit numbers and count on or back to find the answer.

Project	Overview	Learning Objectives	Links to EYFS
1. **Under the Sea Boogie**	Let's create a synchronised dance routine for three underwater creatures. We'll record a song and use the same code for each character.	• To make a character do a simple repeated movement. (movement blocks and repeat forever blocks) • With support, to record a sound.	**Expressive arts and design** • Begins to build a repertoire of songs and dances.
2. **Animal Noises**	Let's create a virtual farmyard. Tap on an animal to hear its sound and to watch it make a simple movement. **Optional Story Stimulus**: What the Ladybird Heard (Julia Donaldson) or Little Blue Truck (Alice Schertle) both feature lots of animal sounds.	• To use the 'Start on Tap' block. • To record a sound independently.	**Communication and Language** • Maintains attention, concentrates and sits quietly during appropriate activity.
3. **Three Little Ducks**	Let's make an animation to accompany the classic children's song *Three Little Ducks*. When the song finishes, we'll use the 'Go Home' block to make the ducks return to their mummy or daddy. **Optional Story Stimulus**: 10 Little Rubber Ducks by Eric	• To use the 'Go Home' block. • To use a speed block.	**Listening and attention:** • They listen to stories, accurately anticipating key events and respond to what they hear with relevant comments,

	Carle.		questions or actions
4. **Bumble bee**	Let's create an animation to accompany the song 'I'm Bringing Home my Baby Bumblebee'. We'll introduce the 'stop' block and teach you how to make a character do several things at the same time.	• To use the 'Stop' block to make a character stop what it is doing • To make a character do a several actions at the same time.	**Listening and attention:** • Children listen attentively in a range of situations
5. **Power Up**	Let's create a simple game where a superhero travels around the screen collecting stars. Each time they collect a star they 'power-up' and grow bigger.	• To use the 'shrink' and 'grow' blocks. • To use 'start on bump'.	**Mathematics Shape, space and measures:** • Children use everyday language to talk about size, position, and time to compare quantities and objects and to solve problems
6. **My Superpowers**	We're all superheroes! Let's make a project which tells our friends all about our different superpowers. Powers such as… 1) Smiling and being friendly. 2) Helping a friend. 3) Holding the door open for a grown-up. 4) Being polite. 5) Sharing. Etc….	• With support, to take a photo and use it to make a background. • To start to use my own ideas to personalise a project.	**Speaking** • Children express themselves effectively, showing awareness of listeners' needs **Personal, social and emotional development** • develop a positive sense of themselves and others
Spare: Spinning Superhero	Create an exciting opening animation for a superhero TV show.	• To make a character do two or more things at once. • To use the Scratchjr Paint Editor to draw or edit a character.	**Understanding the World Technology:** • Completes a simple program on a computer..