

Overview Spring 1: 6-8yr olds

National Curriculum	
Computing Curriculum	Cross-curricular links
<p>KS1</p> <ul style="list-style-type: none"> create and debug simple programs use technology purposefully to create, organise, store, manipulate and retrieve digital content <p>KS2</p> <ul style="list-style-type: none"> use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs 	<p>Mathematics Measurement</p> <ul style="list-style-type: none"> use mathematical vocabulary to describe position, direction and movement, including movement in a straight line and distinguishing between rotation as a turn and in terms of right angles for quarter, half and three-quarter turns (clockwise and anti-clockwise). <p>Speaking & Listening</p> <ul style="list-style-type: none"> ask relevant questions to extend their understanding and knowledge

Project	Overview	Learning Objectives
<p>1) Zubb zubb zubb Joke</p>	<p><i>What goes zzub zzub zzub? A bee flying backwards.</i></p> <p>Let's create a simple animation to accompany a joke about a bee.</p>	<ul style="list-style-type: none"> To use wait blocks. To draw a simple character in the Paint Editor.
<p>2) Catch My Snack</p>	<p>Can help me catch my snack? Let's create a simple animation in which the parts of a snack are floating around the screen. Tap on each part to make it come together to form the snack.</p> <p>Simple version is made with a cake.</p> <p>Main version is made with an ice-cream snack.</p> <p>Advanced version is made with a burger snack.</p>	<ul style="list-style-type: none"> To use the 'Go Home' block. To coordinate simple actions between different characters.
<p>3) Superhero Buttons</p>	<p>Let's create an interactive animation featuring our superhero. Tap a button to watch them perform amazing stunts!</p>	<ul style="list-style-type: none"> With support, to use multiple messaging blocks. To make simple edits to a character using the Paint Editor.

<p>4) Superhero clean up!</p>	<p>Help - there are pieces of rubbish everywhere! Can you help to pick them up? *Litter is one of the nine ecoschool topics and part of the citizenship curriculum. **Required Props: 'clean' pieces of litter.</p>	<ul style="list-style-type: none"> • To use the camera tool in the Scratchjr Paint Editor to create our own characters. • To create a simple control pad for a character.
<p>5) Stop Driving Cars!</p>	<p>Let's create an animation which encourages us to stop driving our cars and switch to bikes or walking.</p>	<ul style="list-style-type: none"> • To use the loop/repeat block to create an effect. • To start to personalise a project (encourage children to use their own ideas for each 'scene').
<p>6) Superhero Rescue</p>	<p>The children will create 3-4 different scenes for their superhero character to travel seamlessly across, encountering all number of challenges and rescues on the way.</p> <p>As this is the last project in the course the children will have more freedom to decide how their finished project will look.</p>	<ul style="list-style-type: none"> • To create a project with multiple pages and seamlessly switch between them • To use my own ideas in a project.
<p>7) Spare: What does Kitty Like</p>	<p>Let's create a simple game where the player must decide which foods to feed their pet.</p> <p>Advanced version uses a cat. Main version uses a monkey. Simple version uses a penguin.</p>	<ul style="list-style-type: none"> • To use separate characters to make it appear as though a character's head is moving. • To switch between multiple pages.