

Overview Spring 2: 6-8yr olds

National Curriculum	
Computing Curriculum	Cross-curricular links
<p>KS1</p> <ul style="list-style-type: none"> Children will understand 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>Design and Technology</p> <ul style="list-style-type: none"> Design purposeful, functional, appealing products for themselves and other users based on design criteria. Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology. <p>Speaking & Listening</p> <ul style="list-style-type: none"> To critique, evaluate and test their ideas and products and the work of others.

Project	Overview	Learning Objectives
<p>1) Mars Joke</p>	<p>Make a joke – What is a spaceman’s favourite chocolate? A Mars-bar! Using the camera function children will take a picture of a mars bar and incorporate it into their Scratchjr project. They will use wait blocks and concurrency to make the joke.</p>	<ul style="list-style-type: none"> To use wait blocks. To use the camera tool in the Scratchjr Paint Editor to create our own characters. To incorporate a ‘real life’ object into Scratchjr.
<p>2) Rhyme Grand Old Duke of York Had Ten thousand spacemen</p>	<p>The Grand Old Duke of York, He had ten thousand spacemen. Children will need to tinker with the wait blocks to get a spaceman character to move in time with the song and then “Drag and Drop” their code to several other spacemen to create a space themed nursery rhyme.</p>	<ul style="list-style-type: none"> To use wait blocks To coordinate simple actions between characters and a song.
<p>3) Healthy Eating</p>	<p>Healthy Eating Game Have healthy and unhealthy food flying about, when you tap the food if it is healthy it goes on the plate (using the Go Home Block) and disappears if it is unhealthy food (using the hide block)</p>	<ul style="list-style-type: none"> To use the Hide Block To use the go home block.

4) Space Race	<p>Make a space race Use speed blocks to make several Rockets race across the screen – can the children create a race across several screens? Children will consolidate their learning from previous weeks using Wait, Show and Hide blocks to create the seamless movement of the race between the screens. Children can customise the rockets using the Paint Tool</p>	<ul style="list-style-type: none"> • To use speed blocks • To move characters across several scenes seamlessly. • To switch between several screens
5) Hide and Seek Game	<p>Can you help the Fairy find her Butterfly? Create a remote control and move the fairy about the screen when the fairy “Bumps” a character, the character “Hides” to see if it is hiding the butterfly.</p>	<ul style="list-style-type: none"> • To confidently use “Start on Bump” block. • To create a simple control pad for a character.
6) Alien Landing – Telling a story	<p>Space ship lands and Aliens “Show” come out , Can you tell a story, what planet have the Aliens come from, what will they do on Earth. Can they fly? Will they drive a car? Take a dog for a walk?</p> <p>Depending on class, you might like to only show the landing scene and the children need to invent the 1st and 3rd scenes themselves. OR for less confident children show the full version.</p> <p>Suggested story for Stimulus – Beegu or The Way Back Home</p>	<ul style="list-style-type: none"> • To create a project with multiple pages and use blocks learned in previous weeks. • To use own ideas in a project.
Spare: Growing Flower	<p>What does a flower need to grow. Children will code a cloud with rain, a shining sun to make a flower grow from seed.</p>	<ul style="list-style-type: none"> • To use several individual sprites to make a ‘character’s’ parts move separately • To use Wait blocks with confidence