TERM: **SPRING 2009**   YEAR: **3**   SUBJECT: ICT

Week	Learning Intention	Activity	Differentiation	Success Criteria
1	Can I make and move my own Sprite?	**Introduction** The children will watch the MIT video. Return to screen. Show the sprite and go through how to make, edit or download sprite. Show how to move sprite by snapping blocks into place. **Main focus** The children will experiment with making and moving sprites. **Plenary** Show how to save and open projects and look at some interesting ones.	Work at individual pace. Refer to video again if necessary.	Introduce the children to scratch. Teach them to make their own sprite and move their sprite around the stage.
2	Can I create shapes and move the sprite around the screen using turtle graphics?	**Introduction** Show a project where the sprite moves around the screen drawing various shapes using a comment box to show the properties of each shape to be kept on the screen as a reference during the lesson. Demonstrate the properties of penup and pendown and show how to clear the screen. **Main Focus** The children will play around, experiment and discover how to draw a variety of shapes. Can they put sequences of commands together to make more complex shapes? The children will save their projects to share with each other. **Plenary** Look at some of the children's saved projects. Can the children explain what they did?		
3	Can I make my own scratch	**Introduction** show a project video where	Recap on how to create	The children will be able to

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	project where sprites move and interact with each other?	sprites say something to each other using speech bubbles. Go through process of creating a similar project. Start with: green flag, go to, how to get sprites to say etc. **Main focus** Explain that today's challenge is to make a project where the sprites interact with each other. Show how to download a background. Reinforce how to save. **Plenary** Open and share some of the projects created which fulfil today's challenge. Highlight some operations which some but not all children have encountered so that it helps them in the future.	sprite.	snap blocks together to control sprite.
4	Can I use sound and music in my scratch project?	**Introduction** Show the start of a project using sound and music. Ask for ideas on different ways of finishing it off. **Main focus** Show how to download sound and music and incorporate it into a new or existing project. The children will experiment with adding sounds. **Plenary** show some of today's projects. Do you have any questions for the project authors?	Work in 2s. Help each other and share ideas.	The children will add sounds to their projects.
5	Can I use variables to control and keep score in my application?	**Introduction** Show how to create global and private variables and use a broadcast to keep score. **Main focus** Explain that variables are		The children will learn how to create a global variable to keep score in an application.

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		fundamental in controlling your application and show how they can be used with conditional control blocks. **Plenary** show some of today's projects. Do you have any questions for the project authors?		
6	Can I use broadcast and receive effectively?	**Introduction** Play video showing good clear use of broadcast and receive instructions. Explain how it enables sprites and stage to interact with each other. **Main focus** Experiment with broadcast and receive. Can you create a project where sprite 2 scares sprite 1 who runs away? E.g. little miss Muffet? **Plenary**? show some of today's projects. Do you have any questions for the project authors?	Only a handful of children have grasped broadcast and receive and are using it effectively so I want to go through it again.	The children will learn to use the blocks broadcast and receive.
7	Can I create a simple game using scratch?	**Introduction** Show bat and ball project. Show how it was created. Using same principles of scoring points by hitting ball, how would you improve upon it? **Main focus** Open bat and ball and make it your own or start new project to create a simple game using scratch. **Plenary** Look at each other's games.		The children will make a game.
8	Can I use scratch to tell and illustrate a story?	**Introduction** show project "fire of London". Explain and demonstrate how it was created	By outcome.	The children will make a project with a number of

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		to go with the year 2 topic on the fire. Split the class into pairs to illustrate aspects of another curriculum area to create a story, changing backgrounds as necessary. **Plenary** show some of today's projects. Do you have any questions for the project authors?		backgrounds using a combination of pictures and text.