



## Year 3 Computing

### Autumn 1: We Are Programmers (Programming an animation)

Session	National Curriculum Statement	WALT	Learning Outcomes (Success Criteria)	Resources	Vocabulary
<p><b>Subject Cultural Capital = Using &amp; Applying computing knowledge to solve problems</b></p> <p><b>Differentiation = please see the differentiation for the EXC EM &amp; SEND (Please see SEND pupils IEPs when planning)</b></p> <p><b>Minimum expectations to check for understanding during lessons = targeted questioning / mini whiteboards/ peer talk /thumb signs</b></p> <p><b>Long term memory skill development strategy = LAST, LAST, LAST linked to the WALT</b></p> <p><b>Literacy &amp; Numeracy skills development = ICT vocabulary bank linked to the WALT &amp; include numeracy skills where they are linked to the WALT in the weekly planning</b></p>					
<p><b>On Line Safety:</b> Pupils need to consider copyright when sourcing images for their programs and uploading their own work to the Scratch community site. Searching for content for programs or viewing others' cartoons also offers an opportunity to develop safe search habits. Exploring online animation galleries may expose pupils to inappropriate content. Talk about what to do if they see something inappropriate – turn their iPads over (or turn screens off/close laptop lids) and tell a teacher/adult. If the pupils participate in the Scratch community, they need to think about what information they can share and how to participate positively in an online community, as well as obtaining parental permission.</p>					
1. Introducing Scratch	Design, write and debug programs that accomplish specific goals; solve problems by decomposing them into smaller parts.	To explore Scratch and Scratch Editor tools	Children become familiar with Scratch. Children can choose and edit a backdrop.	Scratch Laptops/desktops	Program Sequence Iterative development Sprite Edit Backdrop
2. Reviewing animations and creating a storyboard	Design, write and debug programs that accomplish specific goals; solve problems by decomposing them into smaller parts. Use sequence ... in programs; work with variables and various forms of input and output	To determine the key features of a good animation and create a storyboard	Children can plan an animation and create a storyboard.	Scratch Laptops/desktops	Sequence Iterative development Sprite Edit backdrop algorithm storyboard

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3. Character and dialogue	Design, write and debug programs that accomplish specific goals; solve problems by decomposing them into smaller parts. Use sequence ... in programs; work with variables and various forms of input and output.	To create characters and dialogue for the animation	Children can write a sequence of instructions needed for dialogue.	Scratch Laptops/desktops	Program Sequence Iterative development Sprite Edit backdrop algorithm storyboard decomposition event-based
4. Starting to animate the character	Design, write and debug programs that accomplish specific goals; solve problems by decomposing them into smaller parts. Use sequence ... in programs; work with variables and various forms of input and output.	To begin animating characters by planning and programming movement	Children can add movement to their animation.	Scratch Laptops/desktops	Program Sequence Iterative development Sprite Edit backdrop algorithm storyboard decomposition event-based debugging code
5. Costumes and backdrops	Design, write and debug programs that accomplish specific goals; solve problems by decomposing them into smaller parts. Use sequence ... in programs; work with variables and various forms of input and output.	To add costumes and backdrops to the animation	Children can write code to add costumes and backgrounds to their animations.	Scratch Laptops/desktops	Sprite Events code
6. Adding sound and reviewing animations	Design, write and debug programs that accomplish specific goals; solve problems by decomposing them into smaller parts. Use sequence ... in programs; work with variables and various forms of input and output. Use logical reasoning to detect and correct errors in algorithms and programs.	To add sound before reviewing, debugging and improving animations	Children can add background sound to their animations.	Scratch Laptops/desktops	Sprite Events Code debugging

