St Anthony of Padua Catholic Primary School

Lesson	Driving Question	Lesson	Assessment
1	What is programming?	The children will learn about using Scratch Jr to tell stories in this lesson. They will learn about creating programs, sequencing instructions, audio recording and taking screenshots.	I can predict the outcome of a sequence of blocks in Scratch Jr.
2	How do I make a character wait?	The children will learn about bugs and debugging Scratch Jr programs in this lesson. They will continue to learn about creating programs, sequencing instructions, audio recording and taking screenshots.	I can save, share and retrieve my digital work. I can identify 'bugs' in computer programs and use the term debug in context.
3	What is a repeat instruction?	In this lesson, the children will learn about using repeat commands (loops) in Scratch Jr programs. They will continue to learn about creating programs, sequencing instructions, audio recording and taking screenshots.	l can create a simple repeat loop.
4	How can we add sound in Scratch Jr?	In this lesson, the children will learn about using the 'play audio' command block in Scratch Jr programs. They will continue to learn about creating programs, sequencing instructions, audio recording and taking screenshots.	I can plan out an algorithm with a sequence of commands to carry out specific tasks.
5	What is the 'say' block?	In this lesson, the children will learn about using the 'say' (speech bubble) command block in Scratch Jr programs. They will continue to learn about creating programs, sequencing instructions, audio recording and taking screen recordings.	l can create a simple game program.

<u>Computing Medium Term Plan – Year 2 – Autumn 2 – Code a Story</u>

Lesson	Driving Question	Lesson	Assessment
6	Can you amaze me with your programming skills?	In this lesson, the children will put their learning from the previous lessons to independently create a Scratch Jr program. They will continue to learn about creating programs, sequencing instructions, audio recording and taking screen recordings.	I can create with technology. E.g. Video, animation, 3D