

St Anthony of Padua Catholic Primary School

Computing Medium Term Plan – Year 2 – Summer 1 – Making Games

Lesson	Driving Question	Lesson	Assessment
1	What are games?	In this lesson, the children will discuss games and how they are made by teams of people who all have roles within that team. The children will open and play an online game and then discuss its components. They will then open and edit their digital journal, discuss their favourite game and complete a digital drawing challenge.	I can use design and formatting to enhance my digital work.
2	What is a command block?	In this lesson, the children will be introduced to Scratch Jr. They will learn that command blocks are simple instructions. The children will free play with Scratch Jr, learning how to use the app. They will create a sequence of command blocks and understand that this is called a program. They will then document their learning in the pupil journal.	I can create a simple game program.
3	What is Logical Reasoning?	In this lesson, the children will use logical reasoning to explain what Scratch Jr programs will do when the green flag is pressed. They will then create a simple program and insert a screenshot/screen recording in the pupil journal.	I can predict the outcome of a sequence of blocks in Scratch.
4	What is an Algorithm?	In the last lesson, the children played with Scratch Jr, made programs using logical reasoning and were introduced to the word “algorithm”. This week, we are going to carry on looking at algorithms (sets of instructions to solve problems). They will turn a written algorithm into a program in Scratch Jr.	I can plan out an algorithm with a sequence of commands to carry out specific tasks.
5	What is a Program?	In this lesson, we will create two Scratch Jr programs and turn them into written algorithms.	I can create a simple repeat loop.

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6	What is Debugging?	In this lesson, we will explore the term bug, which refers to something that doesn't work within an algorithm or program. The term debugging means to fix the error. The children can develop a game program based on a choice board.	I can identify 'bugs' in computer programs and use the term debug in context.