

**St Anthony of Padua Catholic Primary School**

**Computing Medium Term Plan – Year 3 – Autumn 2 – Dancing Robots**

Lesson	Driving Question	Lesson	Assessment
1	Have you ever wondered how games and apps on your computer, tablet or phone work?	Introduce lesson. Add image and name to journal. Hand draw a robot A4 paper. Photograph drawing and use <u>website</u> to animate. Insert saved animation to journal. Discuss 'what is code?'. Sequence command in journal.	I can discuss different types of digital content and file types.  I can improve the quality and presentation of my work.
2	How can decomposition be used to help with learning to code?	Discuss different types of commands. Play Mr Jump game Act out the new commands, introduce flow chart. In journal, debug Flow chart. Play Mr Jump again. Discuss decomposition. Label Mr Jump game with commands.	I can use decomposition to help me solve computing problems.  I can use logical reasoning to predict and correct errors in algorithms and programs.
3	What is debugging?	Discuss a program. Play Lightbot app, Basic 1, games 1-8. Discuss 'debugging'. Journal, explain how to play Lightbot.	I can plan, create and debug programs.
4	What is visual coding?	If the children haven't used Scratch Jr before, allow them time to play. Discuss how to use Scratch Jr and what the coloured block do. Introduce 'repeat command'. Challenge: turn algorithms into programs. Challenge: turn program into written algorithm.	I can plan, create and debug programs.
5	What is a sprite?	Discuss 'sprites'. Model using Scratch Jr's drawing tools. Draw a robot sprite. Randomly select 2 or more of the Scratch Jr Projects for the children to complete. Add work to journal.	I can create with technology. E.g. Video, animation, 3D
6	What is send & receive (broadcast)?	Discuss 'inputs and outputs'. Model creating the final dancing robot game. Allow the children time to make alterations and improvements. Save work to journal. Review vocabulary.	I can work with various forms of input and output.