

**St Anthony of Padua Catholic Primary School**

**Computing Medium Term Plan – Year 6 – Autumn 2 – Crossy Roads**

<b>Lesson</b>	<b>Driving Question</b>	<b>Lesson</b>	<b>Assessment</b>
<b>1</b>	What is code?	Introduce the activity. Open the pupil journal and edit. Play and review the Crossy Roads game. Decompose challenge (can you identify 5 important elements of the game) Join Scratch Class and create username/ password.	I can create a consistent design for my presentation and present it to others.  I can create a digital storyboard to plan a project or investigation.
<b>2</b>	How do we make game graphics?	Introduce emoji art or pixel art Create game graphics; Hero, obstacles, rewards, backgrounds. Open the pupil journal and edit.	I can improve the quality and presentation of my work using editing and formatting techniques.
<b>3</b>	How can we create a program to move a character?	Sign into Scratch Upload graphics to Scratch. Program main character and create controller. Open the pupil journal and edit.	I know how to keep my data private and secure.  I can test, debug and modify a program to improve it.
<b>4</b>	How do collision commands work?	Sign into Scratch Create Obstacle program Create bump program. Open the pupil journal and edit.	I can use logical reasoning to detect and correct errors in algorithms and programs.
<b>5</b>	How can we use variables in a program?	Create Variables - Rewards & Lives Create Rewards program. Open the pupil journal and edit.	I can design, plan & create a complex program.
<b>6</b>	How can you make your game even better?	What improvements would you make? For example: Intro & Game over graphics. Open the pupil journal and edit. Review vocabulary.	I can create and combine a range of media to produce digital content.