



# All Saints CE Primary School and Nursery

## Medium Term Planning



Class teacher: SS/SS Year group:2 Term: Spring 2 Subject: Computing- Programming Scratch 2 (How can you create an animation?)

Lesson	Learning Goal (L.G.)	Brief outline of lesson content (or where this can be found/unit found in, if for example it is a published scheme such as Science, Kapow French or Music, Purple Mash computing)	Key Vocabulary covered
1	Rule of law	Online safety lesson	Algorithm, animation, blocks, bug, button CGI, computer code, debug, fluid, icon imitate, instructions, loop, 'On tap', programming, repeat, ScratchJR, sequence, sound recording
2	LG To explore a new application. SEN LG- with adult support.	Lesson 1: Using ScratchJr SEN- support children exploring only the one and two-point blocks as what these blocks do is more obvious	
3	LG To create an animation. SEN LG- see differentiated task.	Lesson 2: Creating an animation SEN- children to view videos or real life examples of the animals moving around before they try and recreate them	
4	LG To use characters as buttons. SEN LG- see differentiated task.	Lesson 3: Making a musical instrument SEN- start with one button at a time or use the existing characters.	
5	LG To follow an algorithm. SEN LG- see differentiated task.	Lesson 4: Programming a joke SEN- Should complete Activity: Joke coding blocks (support) which includes all of the blocks that they need to create their program before finding them in the app to create their program.	
6	LG To plan and use code to create an algorithm. SEN LG- see differentiated task.	Lesson 5: 'The Three Little Pigs' algorithms SEN- use a reduced number of block possibilities during the Activity: ScratchJr blocks; Should focus on programming one character at a time.	