All Saints CE Primary School and Nursery
Medium Term Planning

Class teacher: Lisa Edwards Year group: 6 Term: Spring 2   Subject: Computing- Programming Scratch

Lesson	SKILLS Based 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)	Key Vocabulary covered
1	L.G.: I can explore a programming application	Kapow Primary Computing lesson 1 Which blocks matched which action?	Exploring, tinkering, programming application, coding application, code, application, interface, sprite, review, predict
2	L.G.: I can use repetition (a loop) in a programme	Kapow Primary Computing lesson 2 What is a loop and what does it do?	Repetition, loop, program, code
3	L.G.: I can program an animation	Kapow Primary Computing lesson 3 What changes could you make to the animation?	Animation, program, decompose, plan, coding blocks, remixing code
4	L.G.: I can program a story	Kapow Primary Computing lesson 4 How has this project been made? What would you do if you wanted to make changes?	Storytelling, program, debug, animation, remixing code, sprite
5	L.G.: I can understand what a variable is and how to make one	Kapow Primary Computing lesson 5 Why might we need variables in a program such as Scratch? What happens if…?	Variables, program, code, coding blocks, project, conditional statement