



All Saints CE Primary School and Nursery

Medium Term Planning



Class teacher: Jake Woolcock Year group: 3 Term: Summer 2 Subject: Computing - Programming B - Events and actions in programs.

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	To explain how a sprite moves in an existing project	Teach computing - Key Stage 2 - Year 3 - Programming B - Events and actions in programs - Lesson 1	Event action improve
2	To create a program to move a sprite in four directions	Teach computing - Key Stage 2 - Year 3 - Programming B - Events and actions in programs - Lesson 2	Event action character size movement
3	To adapt a program	Teach computing - Key Stage 2 - Year 3 - Programming B - Events and actions in programs - Lesson 3	Blocks programming event action
4	To develop a program by adding features	Teach computing - Key Stage 2 - Year 3 - Programming B - Events and actions in programs - Lesson 4	Features event action sequence commands
5	To identify and fix bugs in a program	Teach computing - Key Stage 2 - Year 3 - Programming B - Events and actions in programs - Lesson 5	Design events actions outcome modify

6	To design and create a maze-based challenge.	Teach computing - Key Stage 2 - Year 3 - Programming B - Events and actions in programs - Lesson 6	Design justify project evaluate
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