Computing Outcomes Portfolio

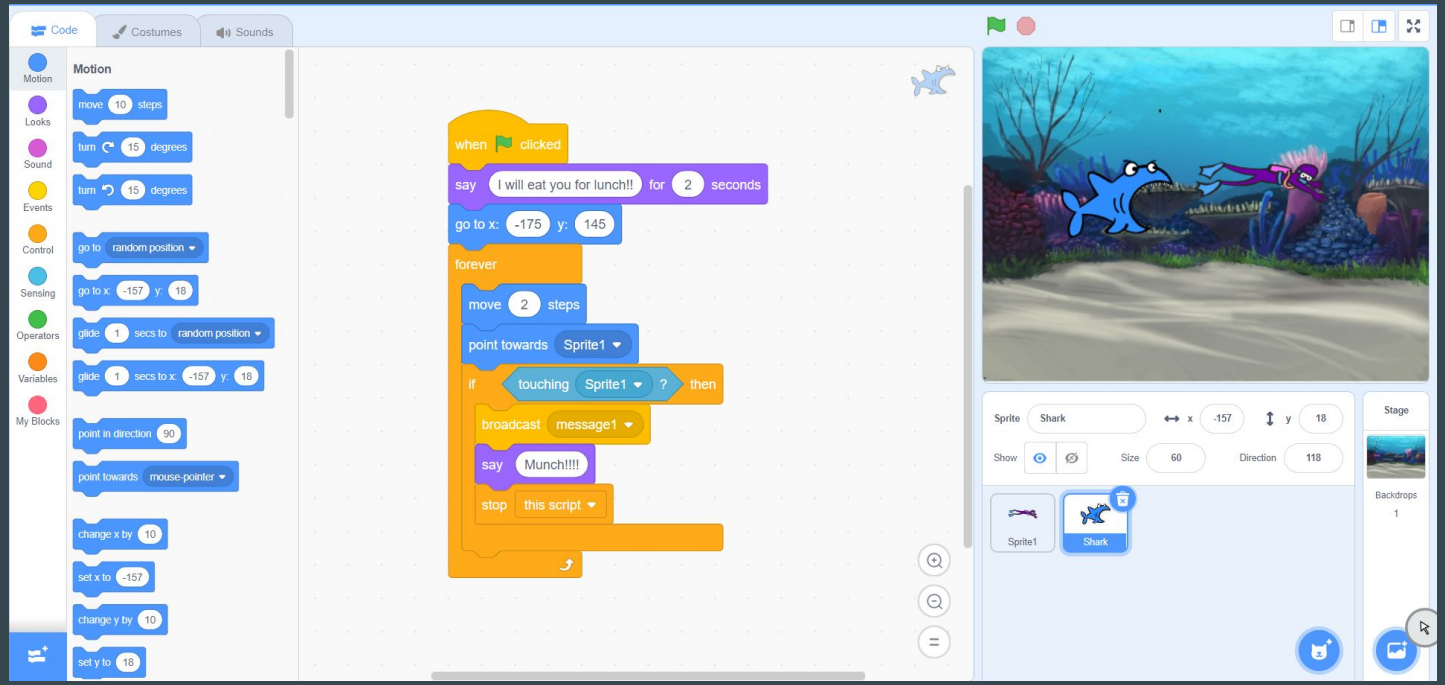
Year 4 - Autumn 2
Coding; Introduction to Scratch

Intent

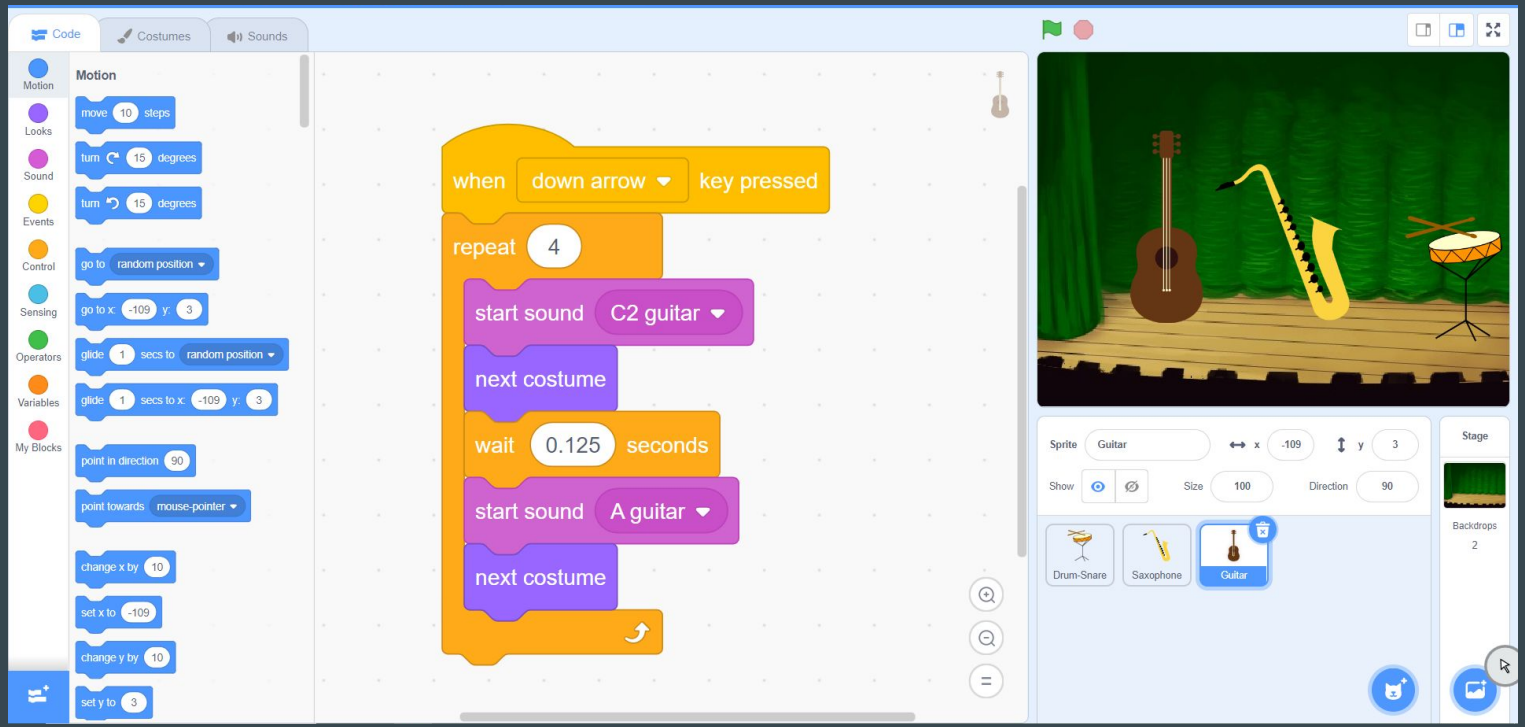
This unit explores the concept of sequencing in programming through Scratch. It begins with an introduction to the programming environment, which will be new to most learners. They will be introduced to a selection of motion, sound, and event blocks which they will use to create their own programs, featuring sequences. The final project is to make a representation of a piano. The unit is paced to focus on all aspects of sequences, and make sure that knowledge is built in a structured manner. Learners also apply stages of program design through this unit.

Lesson 1: L.Q. How could words be animated according?

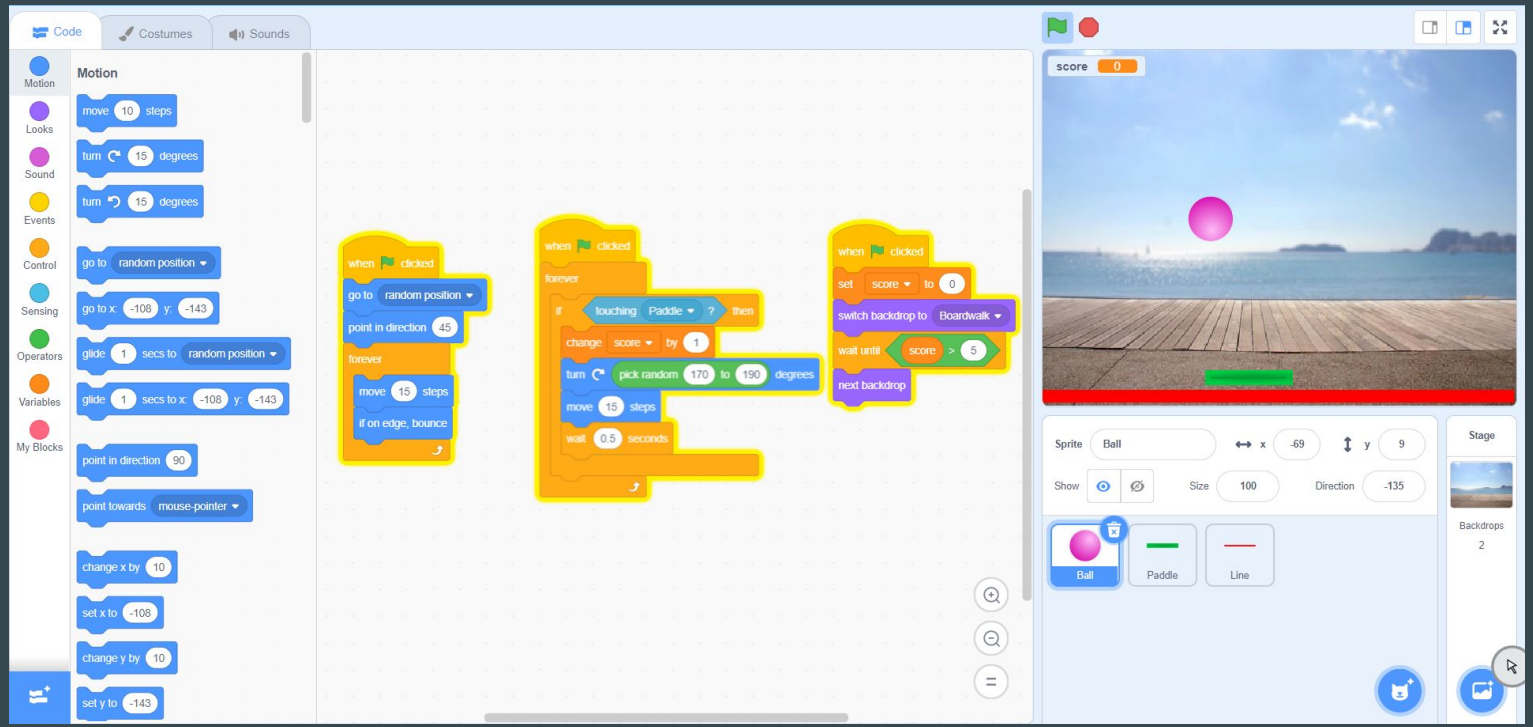
Lesson 2: L.Q. What are important features of a chase game?



Lesson 3: L.Q. In which way can musical rhythms be programmed in Scratch?



Lesson 4: L.Q. What are important features of a pong game?



Lesson 5: L.Q. How many ways can characters be animated in Scratch?