YEAR 3 3.2 - Introduction to Scratch

Computing Area	Coding and Programming
National Curriculum Strands	• Design, write and debug programs that accomplish specific goals; solve problems by decomposing them into smaller parts • Use sequence ... in programs; work with variables and various forms of input and output. • Use logical reasoning to detect and correct errors in algorithms and programs • Select, use and combine a variety of software ... to design and create ... content that accomplish(es) given goals, including ... presenting ... information
Skills Progression Points	• Understand how an algorithm is implemented using a sequence of precise instructions. • Can predict the outcome of a sequence of precise instructions. • Repeatedly test a program and recognise when they need to debug it. • Detect a problem in an algorithm, which could result in a different outcome to the one intended. • Understand what inputs and outputs are, how they can be used. • Provide examples of how to use inputs and outputs effectively. • Designs, writes, executes and debugs programs of increasing complexity that accomplish a specific goal. • Use logical reasoning to predict and debug more complex programs including inputs and outputs.
Hardware	Laptops/Desktop PC /iPads (PCs / Laptops work best)
Software/App	Scratch 3.0 online
Unit Objective	To program sprites using a range of blocks to add animation, sound and other effects
Unit Vocabulary	Sprite, Program, Code, Blocks, Costume, Animation, Co-ordinates, Move, Turn