**KS4 Cycle 2 Spring Computing**

**Enjoyment – Art and Design**

**Scratch**

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|  | **Pathway 1** | **Cycle 2**  **KS 4 (Pathways 1 )** | **Term Spring** | |
| **Learning Intention: This SOW aims to teach basic programming. The pupils will be able to create simple algorithms following given directions. They will be able to choose and modify their sprite and backdrop, add movements, sounds, speech bubbles and shapes. In the end, some pupils will be able to create their own program without adult support.** | | | | |
| **Key knowledge that should be learned during this SoW** | | All | Most | Some |
| **Concept:** | | The pupils will understand what sprite and backdrop mean. | The pupils will understand the meaning of an algorithm. | The pupils will understand the meaning of programming. |
| **Knowledge:** | | The pupils will understand that Scratch is used for Art and Design. | The pupils will learn several steps that need to be followed to create an algorithm. | The pupils will learn several steps that need to be followed to create an algorithm and be able to explain. |
| **Key Skills:** | | The pupils will be able to follow 2-3 step directions to create an algorithm. | The pupils will be able to follow a number of instructions to create an algorithm. | In addition to the previous, the pupils will be able to modify their program. |
| **Language and/or communication skills:** | | The pupils will be able to use keywords to describe the basic actions of their sprite. They will gain some descriptive language skills that can be used in the future. The pupils will learn the following keywords: Sprite, backdrop, shapes, sound, move, design, save, open, size, step. | The pupils will be able to use sentences to describe the basic actions of their sprite. They will gain some descriptive language skills that can be used in the future. The pupils will learn the following keywords: Sprite, backdrop, shapes, sound, move, design, save, open, size, step, algorithm. | In addition to the previous, the pupils will be able to explain any changes they made on their existing algorithm. The pupils will learn the following keywords: Sprite, backdrop, shapes, sound, move, design, save, open, size, step, algorithm, project, degrees, speech bubbles. |
| **Curricular Links** | | Links to other learning within the subject and spiral learning links: Save and open your work, follow directions on the computer, add sounds, speech bubbles and shapes, change the size of an object on the screen.  Cross-curriculum links: Art, Music, Maths, English: Speaking and listening, typing, reading. | | |