Lesson Activity Sheet

School: ………………………………….

Date: ………………………………………..

Class size: …………………………………

Year group: ………………………………..

Application used: Scratch Jr

Resources: 15 ipad minis,

interactive whiteboard

Topic: CODING - Extended Project

Overview:

Students finish their coded stories and evaluate each others work.

Week 5

Learning Objective/s:

1. To reinforce the various learning objectives covered so far.

2. To be able evaluate a coded program appropriately.

Learning Outcome:

Students will have coded a longer and elaborate story

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LESSON OUTLINE

Starter input/activity (10 mins)

With the teachers iPad playing through the interactive whiteboard, the teacher paly a cowple of sample animations for inspiration!

Activity - Finishing coded story (extended from last lesson)(15mins)

Children to finnish off their extended animations

Plenary/Reinforcement (30 mins at the end)

Children to have an extended plenary where they watch and evaluate each others animations in turn.

Differentiation and Extension

Differentiation is usually by outcome here… More able students will have explored the capabilities of Scratch in greater depth.

It might be a good idea to pair a bright child with a not so able child for this exercise so that the slower children are brought along and kept on track. The slower children will be able to adopt a more 'physical' role, moving the characters etc under instruction from their partner.

National Curriculum:

1. **Coding/ICT**

2. **Problem solving**

3. **Literacy/Numeracy**