

OBJECTIVE	MILESTONE INDICATORS	BASIC ACTIVITIES	ADVANCED ACTIVITIES	DEEP ACTIVITIES	RESOURCES
Week 2 To create a sprite	Set the pen colour size and shape. Control the shade of pens.	To follow a list of instructions to create a simple sprite.	To apply shading gradients to colours that are used.	To create an array of different effects using all the tools available.	Smartboard Pixel example Instructions
Week 3 To create a background for their sprite	Set the pen colour size and shape. Control the shade of pens.	To follow a list of instructions to create a simple background to put last week's sprite in.	To apply shading gradients to colours that are used for further effect.	To create an array of different effects using all the tools available.	Smartboard Instructions
Week 4 To explore movement algorithms	Control motion by specifying the number of steps to travel, direction and turn. Use specified screen coordinates.	To use the algorithmic tools to make their sprite move around their background.	To identify coordinates within the screen as an exact point of reference to use when organising how their sprite moves around.	To organise movements in individual scripts so they are controlled by the arrow keys.	Smartboard Instructions
Week 5 To experiment with different costumes	Control when drawings appear and to set the pen colour, size and shape. Control the shade of pens.	To follow instructions to create a new costume for their sprite and how it can change from one to the other.	To apply existing knowledge to add further shade to their new sprite costumes and to assign colour changes to a key.	To create an array of different effects using all the tools available and to make the sprite clickable for a colour change.	Smartboard Instructions
Week 6 To add sound to their animation	Select sounds and control when they are heard, their	To describe how to use sounds and how you can alter their	To modify the volume and duration of sounds as well as when they are	To create an array that controls when a sound is	Smartboard Milestones

	duration and volume.	properties to change them.	heard.	produced; to assign sounds to keys and to play a sound when the sprite is clicked.	
Week 7 To complete Scratch animation	Children will have this week to apply all of their skills to fine tune their animations and will be given the opportunity to present them to the rest of the class.				Smartboard Milestones

Prompts for when planning activities

Basic- Name, describe, follow instructions or methods, complete tasks, recall information, ask basic questions, use, match, report, measure, list, illustrate, label, recognise, tell, repeat, arrange, define, memorise.

Advanced- Apply skills to solve problems, explain methods, classify, infer, categorise, identify patterns, organise, modify, predict, interpret, summarise, make observations, estimate, compare.

Deep- Solve non-routine problems, appraise, explain concepts, hypothesise, investigate, cite evidence, design, create, prove.