

Walbottle Village Primary School - Scheme of Work - autumn term



Computing WWII coding

Topic Theme and Overview:

Children will continue to enhance skills of computer coding using code.org, scratch and then finally change a sprite to make their own Blitz computer game. They will also think about using social media in a positive way whilst keeping safe whilst on the internet

Opportunities to assess pupil

progress:

Writing opportunities
Photographs
Art work
Drama/ discussion
Group work

New vocabulary:

E-safety, tweet, social media, facebook, twitter, instagram, scratch, espresso, coding, computer, programming, spite, move, manipulate, program



Supporting Reading:

Fiction: The silver sword

Non-fiction: internet research



Supporting Writing:

Non-narrative:

Instructions



Supporting Numeracy:

Measuring
Shapes



British Values:-

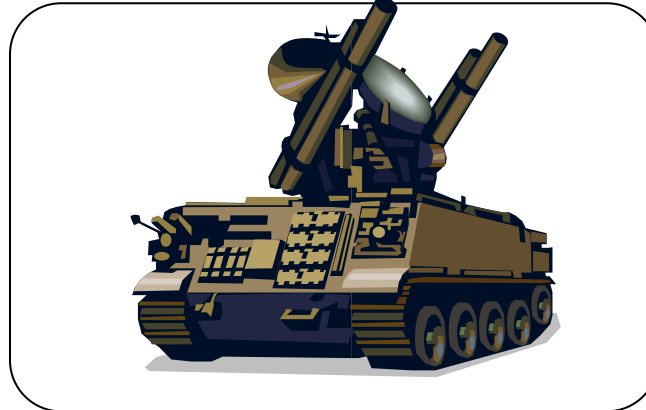
Mutual respect
Tolerance towards others

Trips and Visitors:

Beamish (evacuee day)
Victory street party

Resources:

Coding (scratch)



Learning outcomes:

All children will: Know how to be safe when using social media. Use espresso coding to manipulate an on screen image

Most children will: Use scratch to write a computer code to manipulate the on screen image

Some children, exceeding expectations, will: Use computer programming skills to invent a new game that others can play. Evaluate each others' games

Tasks/activities informed by National Curriculum:

- 1) Use computer programming to manipulate an image (sprite) on a screen using espresso coding
- 2) To progress, use scratch to write code to manipulate the cat
- 3) Change to sprite to an image so that the children can invent a new game to shoot down a German bomber plane or splat a platoon!
- 4) E safety - being positive when using social networking sites