Program:Scratch martin@wandsworthclc.com

Learning Objectives:
I can break down a program into its parts and write a simple algorithm.

Skills:
Use 'change effect' instructions

Coding Revision : Get children to analyse sprite movement code, and 'if touching colour conditional' code. See resources folder.

Lesson: Show the children the enhanced spiral rider video game. See resources folder. Get them in pairs to write down as many different things that need a piece of code, (see template in resources folder), as they can. Collect all the different ideas on the board and see if they managed to get all the pieces correct. Next show the children the correct pieces of algorithm (see resources folder) give them copies and see if the can put them in a time order. The children can stick down their attempts and these can be used as assessment. Show them the correct algorithm for the game (see resources folder). Go through each part and see if the children can think of a way of writing the code to make each part happen. Reveal the important instructions they need to use for each part. Tell the children that, over the next few lessons, they are going to write all the code to produce this game. Show them the complete algorithm with the relevant instructions they will need to use. Get the children to try to write the program. Remind the children how to go through each piece of code line by line to see if they can find out why something isn't working. Make sure the children save their projects as this will take a number of lessons for them to complete.

Challenge:
Ongoing program challenge.

Plenary: show the children a piece of code tell them what it should do see if they can spot and correct the error.

Assessment opportunities:
See if the children are debugging their code.