Objectives

Lesson	Title	National Curriculum Links	Objectives	Vocabulary	Success Criteria
4.6.1	**iMake Blocks**	✳ design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems: solve problems by decomposing them into smaller parts ✳ use sequence, selection, and repetition in programs; work with variables and various forms of input and output ✳ use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs	✳ To understand the need to reuse code in programming ✳ To create custom blocks (procedures) in Scratch	Coding; programming; reusing; procedure; custom block; procedure; calling; pattern recognition	✳ The children create a procedure that is used by more than one sprite
4.6.2	**iSync**		✳ To understand that action can be programmed to synchronise	Wait; broadcast; timing; synchronise	✳ The children use two different programming constructs to synchronise action (timing and broadcasts)
4.6.3	**iScene**		✳ To understand that broadcasts can be used to change scenes in Scratch	Scene, backdrop, broadcast, message, sequencing; synchronise	✳ The children create a project with changing backdrops
4.6.4	**iDebug**		✳ To detect and correct errors in a computer program	Test; debug; fix; systematically	✳ The children investigate and fix bugs in a number of computer programs
4.6.5	**iCreate**		✳ To understand that code can be remixed and reused to create new content	Remix; reuse; collaborate; extend	✳ The children develop a collaborative storytelling project