



Computing Overview

Scripts

Costumes

Sounds

Year group: 3**Unit: 6****Term: Summer 2****Curriculum Strand: Programming**

Unit Overview

This unit will look at creating a game using the program Scratch and understanding the coding that the program can do. The children will be creating their own characters and designing a background.

Objectives

- * I can break an open-ended problem up into smaller parts.
- * I can put programming commands into a sequence to achieve a specific outcome.
- * I keep testing my program and can recognise when I need to debug it.
- * I can use repeat commands.
- * I can describe the algorithm I will need for a simple task.



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Stage