Lesson Activity Sheet

School: ……………………………………

Date: …………………………………….

Class size: …………………………………

Year group: ………………………………..

Application used: Scratch Jr

Resources: 15 ipad minis,

interactive whiteboard

Topic: CODING - Wacky Races

Overview:

Sending messages to multiple characters to multiple characters using coloured triggers.

Week 6

Learning Objective/s:

1. To understand the concept of multiple messages and multiple recipients.

Learning Outcome:

Students will have coded a race between multiple characters.

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LESSON OUTLINE

Starter input/activity (10 mins)

With the teachers iPad playing through the interactive whiteboard, the teacher will show how different coloured messages can be used to tell different characters to take action at different times.

Activity 1 - (20mins)

Children to code a race between at least 5 characters. The 'starter' character has to send coloured messages to the racers.

Activity 2 - (20mins)

Children can have a period of free coding and experimentation where they can create whatever their heart's desire!

Plenary/Reinforcement (5mins)

So what do the children think about coding, have they enjoyed it, have they understood the key concepts?

Differentiation and Extension

Differentiation is usually by outcome here… More able students will have explored the capabilities of Scratch in greater depth.

It might be a good idea to pair a bright child with a not so able child for this exercise so that the slower children are brought along and kept on track. The slower children will be able to adopt a more 'physical' role, moving the characters etc under instruction from their partner.

National Curriculum:

1. **Coding/ICT**

2. **Problem solving**

3. **Literacy/Numeracy**