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computer science for all
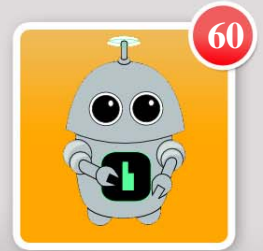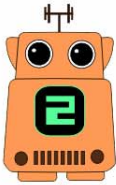
Lesson 1 of 6 - Preparing to move from Scratch to a Text-Based Language

DFE Computing Curriculum Subject Content Covered:

Key Stage 3 Subject Content:
· use computational abstractions that model the state and behaviour of real-world problems and physical systems.
· use two or more programming languages, at least one of which is textual
· design and develop modular programs that use procedures and functions

Resources and Preparation:

Teachers need to be familiar with Scratch, in particular the Control Blocks. The aim is that this unit of work "up-skills" the students and prepares them for a text-based language i.e. Javascript or Python

You could possibly prepare a resource to assist creative writing. i.e. a presentation with a picture of a haunted house, a castle, a dark forest, a magical treehouse.

**Lesson Outline:**

Lesson 1: Planning the story.

Students should prepare a simple story for their game. They should think of characters and the scene.

Students should prepare a basic flowchart or algorithm for this story - how will it play out?

They should now emphasise the programming vocab such as sequence (the progression from one step to the next), selection (choices, ie "if"), iteration (looping back to an earlier point in the story, ie "while").

This lesson would best suit...

Gender Neutral/Socio-Economic (Scratch is free)
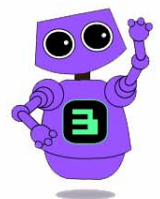
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