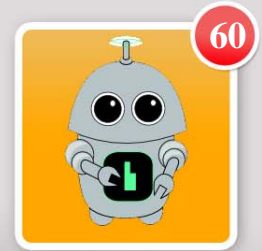
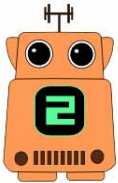




Preparation



Learning



Lesson 3 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

Create a worksheet to support the "branching" element of this activity.

Lesson Outline:

Lesson 3: Teach branching

Students should start to think about how the character can move from room to room. They can plan this out using the branching technique. You may wish to carry out a practical activity in your classroom to demonstrate branching. Get one student to be the character and give them two options (move left or right). Then draw the branches on the IWB. Continue the story until students develop a solid understanding.

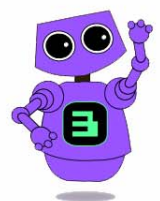
E.g.

- use prompts to gather user input
- while loops
- if statements to move from one room to another
- print instructions on the screen

Students may need a handout to aid this

This lesson would best suit...

Gender Neutral/Socio-Economic (Scratch is free)



Resource Contributor/s:

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