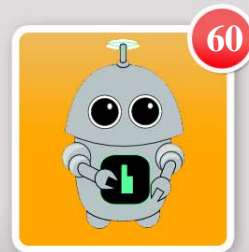




Preparation



Learning



Lesson 4 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

Possibly create a How to use Variables in Scratch Resource.

Lesson Outline:

Lesson 4: Variables.

Use variables to remember the current room, variable for remembering the user input. Create concept of a score with a variable that increases as you move through the rooms.

You may need to spend a little time re-capping variables if your class is unfamiliar with this.

This lesson would best suit...

Gender Neutral/Socio-Economic (Scratch is free)



Resource Contributor/s:

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