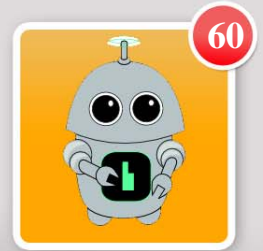
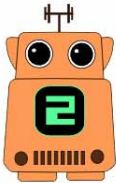




Preparation



Learning



Lesson 6 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

Use this page to learn how to create a procedure in Scratch:

<http://wiki.scratch.mit.edu/wiki/Procedures>

You may wish to develop a supporting resource or point students to this page.

Lesson Outline:

Lesson 6: Moving code out into procedures to improve code efficiency.

Show the students how a chunk of code that is repeated can be placed into a procedure in order to be used again and again.

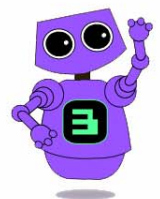
Demonstrate how to do this in Scratch.

Ask the students to develop their programs further so that it uses procedures.

Finish by evaluating each others games.

This lesson would best suit...

Gender Neutral/Socio-Economic (Scratch is free)



Resource Contributor/s:

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