Start from Scratch

What are the most important considerations when creating a game on Scratch?

Academic Excellence

We will learn the knowledge on the 'recall page' and we will be mastering the following skills:

- Follow instructions carefully to code accurately
- Ask for help when needed
- Take care in creating a good quality outcome

Character

What value am I focusing on and how will I demonstrate it?

Independence

I know how, where and when I learn best.

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I know how to organise myself at home and at school.

Outcome– How will our learning be used in real life?

Our games will be created for and used by younger children in the school.

Learning to Learn

Our focus thinking tool is:

Socratic Questions

Children are encouraged to see a problem from a different angle or perspective.
They will consider what an alternative could be and whether something can be done in another way.
This will allow children to consider the needs of those who will be using the game.

Personalisation

What will help me in this experience?

Choosing a type of game that I enjoy and think others will enjoy.
Creating challenges alongside challenging myself to an appropriate level.
Using the tools I need to succeed.
Choosing a partner who I will work successfully with.

Concept

Control

I understand that processes can be controlled to turn input into output.

Recall Page

Vocabulary

algorithm	A process or set of rules to be followed
sprite	A computer graphic which may be moved and manipulated
bug	An unexpected problem
function	A chunk of code that you can use over and over again rather than writing it out multiple times
tracing	A way of logging to record information about the programme's execution; used for identifying any bugs
flowchart	A type of diagram that represents the process of an algorithm
background	The visual behind the game to add an aesthetic element
audience	The people your game engages with and is aimed at

Knowledge

I will need to know:

- What makes a good computing game
- How to make a Sprite move
- A range of different functions e.g. move, repeat, timer, if, else
- How to make two or more things happen simultaneously
- How to add a sound effect to a game
- What a bug is and how tracing can be used to identify one
- How to use shortcuts to simplify a game

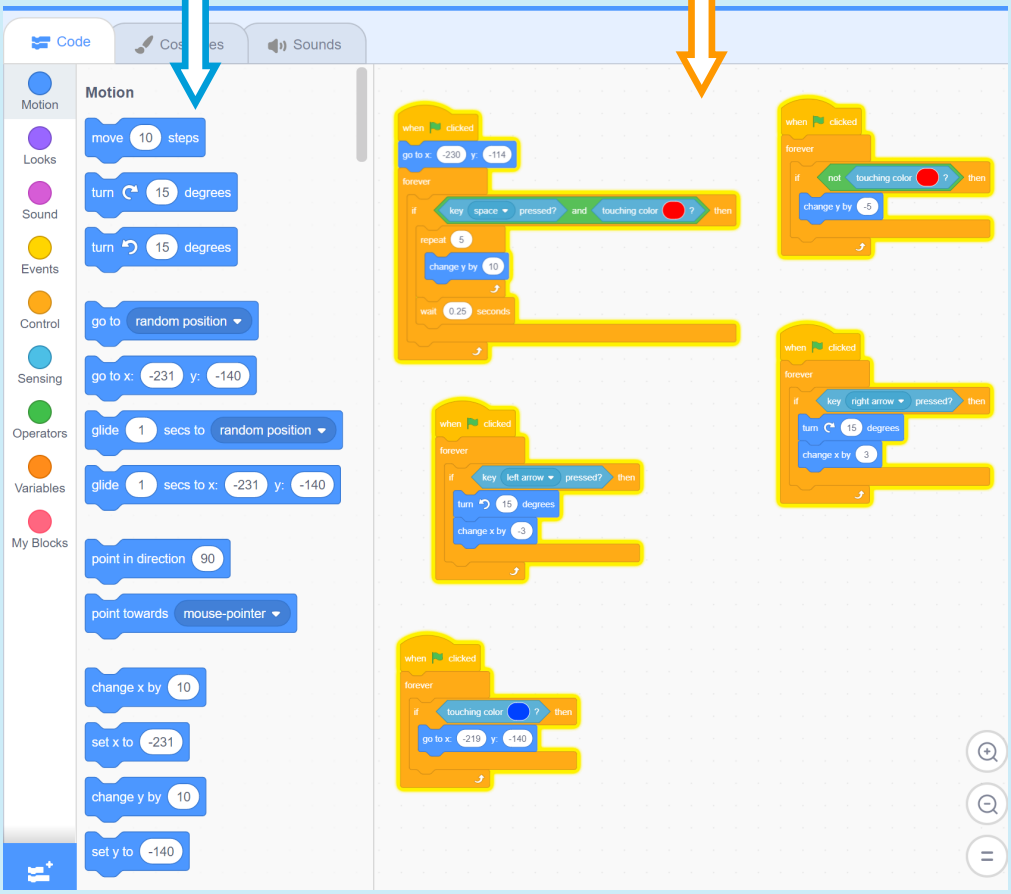
Key facts

What is Scratch?	Scratch is a computing programme used to create games
Who is the game for?	The game is for children in Reception so it needs to be suitable for their level
What do games need?	Games should be engaging—have sound effects, an interesting background, opportunities for succeeding as well as obstacles to face
How are we going to create these	You will be working in pairs to create a code on Scratch—your Sprite will move
Does my game have to be complicated?	Your game should be accessible for 4-5 year olds. It can have a simple outcome with some obstacles to work around.
What kind of game will I create?	You will create either a platform (e.g. expert piece), dodging or maze game

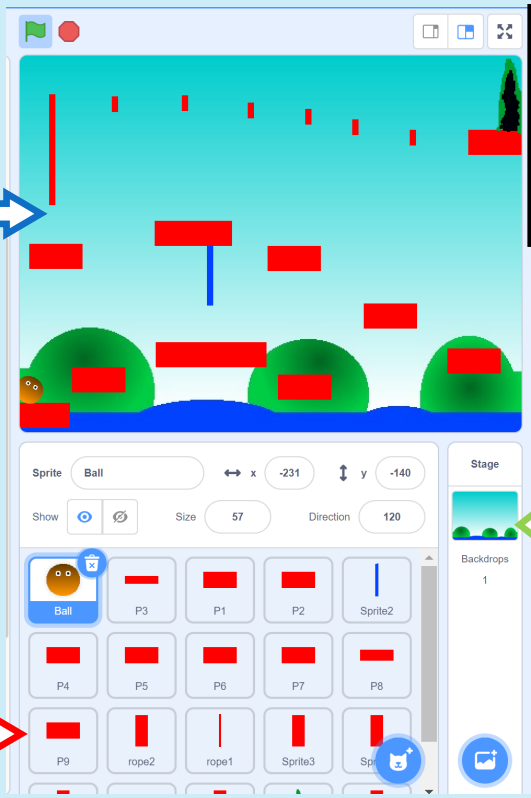
Expert example

A range of **functions** to ask the **Sprites** to move

The **algorithms** for the **Sprites** to follow when instructed



The outcome of the game; engaging and challenging. The direction is clear, particularly when following the instructions.



Instructions:

This is a simple game to get to the door as quickly as possible. Use left and right arrows and space to get there.

Chosen backdrop to keep the game aesthetically engaging (it looks good).

Sprites—those that move have **algorithms** to follow while others stay still.

Experience Name (Unit of Study)

Academic Excellence

We will learn the knowledge on the 'recall page' and we will be mastering the following skills:

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Character

What value am I focusing on and how will I demonstrate it?

Outcome

We will be able to…(NC content)

Learning to Learn

Our focus thinking tool is:

Concept

Personalisation

What will help me in this experience?

Representations

Recall Page

Vocabulary

Knowledge

I will need to know:

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Sentence Stems

Key Facts
