Crossley Hall Primary School

Computing planning	Learning Intention	Shared Learning	Differentiated Activities	Resources
Week 1		**Bank holiday**	<u>Challenge</u>	computers
Week 2	I can use coding to create a computer game	Recap on coding and what it can be used for. Introduce focus of today's lesson. Discuss how coding for this game will be different to the coding used for animations. Ensure children know all the codes/commands need to be on the same script page as all the codes work together to create the game.	**Main:** Children to use codes to create game and test and debug any errors made. **Challenge:** add code to change colour/size of pen **Extension:** write instructions to help others use their game.	**Computers Code Instruction sheets**
Week 3	I can use coding to create a computer game	Recap on codes used last lesson. Chn Identify the scripts which will change the colour and size of the pen line. Show children example code and ask what will happen if this code is added.	**Main:** Children to use codes to complete game and test and debug any errors made. **Challenge:** add code to change colour/size of pen **Extension:** write instructions to help others use their game.	**Computers Code Instruction sheets**
Week 4	I can create a stage and sprite for my own game.	Introduce LI and task for next lessons Discuss possible coding it could use Children to draw their own racing track to create stage for game Children to create their own racing car sprite	Children to draw their own racing track (stage) and racing car sprite **Challenge:** create a track which will be more difficult to use **Extension:** use a variety of colours In their car design.	computers

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Week 5	I can use codes I have learnt to create a computer game	Chn to get logged on and open up saved project. Question to think about whilst getting logged on (what programming do you think we will use?) TP's what scripts will we use to start the code? How will we make our car sprite move? Chn interpret the code and describe what it will make the car do Chn enter the code following steps under boxes. Discuss next code – children to enter code and have a go at entering codes for turning left and right. Reveal codes after children have attempted on their own. Children to ensure codes have been entered correctly, test and check they are working.	Chn to enter code for car sprite. Test game so far and edit code if need be Extension: can Chn edit code so car sprite only moves left or right when arrow keys are pressed then forward for up arrow key.	**Computers** **Code Instruction sheets**
Week 6	I can use codes I have learnt to create and debug a computer game	Chn to get logged on and open up saved project. Question to think about whilst getting logged on (what does the term debug mean?) Chn to discuss ideas for codes to make the game more challenging and interesting. Introduce code, children to work out and interpret what it might do or change about their game. – repeat for next code, then reveal question 1	Chn to complete coding for their game and debug any issues they were having. Challenge: can chn add sound effects when things happen in their game. Extension: Can chn add obstacles to their race track for the 'gamer' to avoid.	**Computers** **Code Instruction sheets**
Week 7	I can use codes I have learnt to create and debug a computer game	Chn to get logged on and open up saved project. Question to think about whilst getting logged on (what commands have we given the racing car sprite?) Focus on today's lesson ids for chn to complete their game, ensuring it runs as it is supposed to and debugging any problems. Once complete chn to test out and play their game, then evaluate. What went well? Are there any improvements you would make? How could you make the improvements?	Chn to complete and debug their racing game. Then test and play their game Extension to type up evaluation on word. What went well? Are there any improvements you would make? How could you make the improvements?	**Computers** **Code Instruction sheets**

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