

Year 3

My First Program – Mini Project

Creating a program using SCRATCH.

Usually this activity would take 6 lessons to complete (some sessions are very short, more than one session can be completed at one time).

Key skills:

- I can use technology safely and responsibly.
- I can report concerns I have about internet content to a grown up.
- I can select, use and combine a variety of software on a range of digital devices.
- I can design, write and debug programs.
- I can use sequence, selection and repetition in programs.

| Session | Activity/ Link |
|-------------------|---|
| PREP/INTRO | <ul style="list-style-type: none">• You will need access to 'SCRATCH' during this mini project.• Scratch is a programming language and online community where you can create your own interactive stories, games and animations. It is freely available to download and install on either Mac OS X and Windows operating systems. A web based version will also run through your browser so it can be accessed without the need to install it on your computer.• Scratch Website: http://scratch.mit.edu• Download: http://scratch.mit.edu/scratch_1.4/• 'MY FIRST PROGRAM LESSON GUIDE' AND VIDEOS TO SUPPORT THIS PROJECT CAN BE FOUND ON THE SCHOOL WEBSITE, UNDER 'MINI COMPUTING PROJECT'.• PRINT OUT 'MY FIRST PROGRAM LESSON GUIDE' FOR REFERENCE, IF POSSIBLE. |
| 1 | <ul style="list-style-type: none">• Join 'SCRATCH' by completing the username and password fields with a grown up.• Once you have registered you will start by designing your own sprite.• Watch video 'Using the Scratch Paint Editor' for guidance on how to create your sprite (character). Videos have no sound.• Save your project (select 'File', then 'Save Now'). |
| 2 | <ul style="list-style-type: none">• Log in to your SCRATCH account.• Open your SCRATCH project by selecting 'My Stuff' and selecting on your project.• Watch video 'Ref 18 Activity 2a' for guidance on how to create your stage (background).• Save your project. |
| 3 | <ul style="list-style-type: none">• Open SCRATCH.• Watch video 'Ref 24 Activity 3' for guidance on how to make a variable for your sprite.• Save your project. |
| 4 | <ul style="list-style-type: none">• Open SCRATCH.• Watch video 'Ref 24 Activity 4' for guidance on how to 'ask What's your name?' code block from the sensing tab.• After carrying this out, change it to 'ask Guess which number I have picked?'• Save your project. |
| 5 | <ul style="list-style-type: none">• Open SCRATCH.• Watch video 'Ref 24 Activity 5' for guidance on adding a 'pick random 1 to 10' code block from the 'operators' tab to the 'set Number to' code block.• Save your project. |
| 6 | <ul style="list-style-type: none">• Open SCRATCH.• Watch video 'Ref 24 Activity 6' for guidance on how to add a loop to your project, this will make your sprite move across the screen.• Save your project. |

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| 7 | <ul style="list-style-type: none"> • Open SCRATCH. • Watch video 'Ref 24 Activity 7' for guidance on how to add 'repeat until' code block to the 'ask' code block. Then connect two 'If' code blocks inside the 'repeat until' loop. • Save your project. |
| 8 | <ul style="list-style-type: none"> • Open SCRATCH. • Watch videos 'Ref Activity 8a, 8b, 8c and 8d' to complete your project. • PLEASE REFER TO 'MY FIRST PROGRAM LESSON GUIDE' FOR FURTHER EXPLANATION. • Your project is finished-well done! • Save your project. |

E-safety rules

- **Be kind to others online.**
- **Don't talk to strangers online.**
- **Keep your personal information safe.**
- **If you see something you don't like online, tell a grown up straight away.**

****PARENTS ****



**Please supervise your child whilst they are searching the internet, if your computer/ laptop/ tablet are NOT protected.
Thank you.**