

YEAR 3-COMPUTING

Subject	Computing
Class/ Division	Year 3 (A-E)
Week	2 (29th March to 2nd April)
Work send to students via	Group email
Total number of lessons per week	1
Unit	Coding with Scratch:
Lessons	<u>Year 3 (A-E)</u> Learning objective : <u>Choosing a sprite direction and applying</u> Sub-objectives <ul style="list-style-type: none">● Applying script to move a sprite● Applying script to select a direction● Understands x and y axis in stage.● Coding to turn the sprite directions●
Resources	<ul style="list-style-type: none">● Scratch Software● Power Point● File Exploring (Page No 38 and 39)● Video Presentation <p style="text-align: center;"><i>Introductory Tutorials :</i> https://scratch.mit.edu/help/videos/#</p>