

YEAR 4-COMPUTING

Subject	Computing
Class/ Division	Year 4 (A-F)
Week	2 (29nd March to 2nd April)
Work send to students via	Group email
Total number of lessons per week	1
Unit	Scratch
Lessons	<u>Year 4 (A-F)</u> Learning objective: <u>Implementing loops – If - Then</u> Sub-objectives <ul style="list-style-type: none">● Introducing basic loop concepts● Introducing simple loop – If – Then● Able to work with simple if-then loops in a project.
Resources	<ul style="list-style-type: none">● Power Point● File Exploring (Page no 34- 36)● Scratch Software● Activity Sheet● Video Presentation <i>Introductory Tutorials</i> : https://scratch.mit.edu/help/videos/#