

## YEAR 2-Computing

<b>Subject</b>	<b>Computing</b>
<b>Class/ Division</b>	<b>Year 2 (A-E)</b>
<b>Week</b>	<b>13 (22<sup>nd</sup> Nov to 26<sup>th</sup> Nov )</b>
<b>Work send to students via</b>	<b>Group Email</b>
<b>Total number of lessons per week</b>	<b>1</b>
<b>Unit</b>	<b>Introduction to Scratch</b>
<b>Lesson 1</b>	<b>Lesson Objective: Basics of scratch programming</b>  <b>Sub-objectives:</b> To be able to <ul style="list-style-type: none"><li>● Understand a scratch window</li><li>● Understand and differentiate scratch tools</li></ul>
<b>Resources</b>	<ul style="list-style-type: none"><li>● Video</li><li>● PowerPoint presentation</li><li>● Activity Sheet</li><li>● Scratch Software</li></ul>