

YEAR 3 – COMPUTING

Subject	Computing
Class/ Division	Year 3 A-E
Week	43 (20th June to 24th June)
Work send to students via	Google Classroom/Zoom
Total number of lessons per week	1
Lesson 1	Build a game in Scratch– via Zoom Learning objectives: To be able to <ul style="list-style-type: none">• Code a simple script to build a game in Scratch programming• Adding new sprite and backdrop in scratch
Resources	<ul style="list-style-type: none">• Scratch Software• https://scratch.mit.edu/projects/editor/?tutorial=getStarted