



TSS Primary ICT MTP 2021-2022

Year 3 Block 5 – Events and Actions

Week	Key Targets and Learning Objectives	Key Activities	Key Vocabulary
1	<ul style="list-style-type: none"> explain how a sprite moves in an existing project 	<ul style="list-style-type: none"> learners will investigate how characters can be moved using 'events'. They will analyse and improve an existing project 	<ul style="list-style-type: none"> Motion Event Sprite Algorithm logic
2	<ul style="list-style-type: none"> create a program to move a sprite in four directions 	<ul style="list-style-type: none"> Show slide 4. Introduce the task to learners: moving a sprite around a given maze, without touching the black lines. Explain that to complete this task they will each need to choose their own sprite, and then program it to move in four directions. They may also need to resize their sprites — this is explained later in the lesson. 	<ul style="list-style-type: none"> Move Resize algorithm
3	<ul style="list-style-type: none"> adapt a program to a new context 	<ul style="list-style-type: none"> Show slide 4. This activity shows learners how to draw lines in Scratch. This requires the use of Pen blocks, which are extension blocks. Click on the slide to show the video, or demonstrate in Scratch how to access extension blocks. Use the pen down block to draw a line when a sprite moves. 	<ul style="list-style-type: none"> Extension block pen up set up
4	<ul style="list-style-type: none"> develop my program by adding features 	<ul style="list-style-type: none"> Show slide 4. Direct learners towards the Experimenting with Pen blocks Scratch projects. This project includes a pencil sprite, which can be moved using the arrow keys. The learners will be familiar with moving a sprite in this way from previous lessons. The project includes the six Pen blocks shown on this slide. 	<ul style="list-style-type: none"> Pen Design Event Action algorithm
5	<ul style="list-style-type: none"> identify and fix bugs in a program 	<ul style="list-style-type: none"> Show slide 5. Display the multiple choice question relating to the when green flag clicked block. Ask the learners to indicate on their worksheets which response they think is correct. Show slide 6. Reveal the correct response (B). Show slide 7, and explain how the error can be fixed. Ask the learners to complete the right-hand column on their worksheets for this error. 	<ul style="list-style-type: none"> Debugging Errors setup



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6	<ul style="list-style-type: none">• design and create a maze-based challenge	<ul style="list-style-type: none">• Show slide 5.• Provide learners with a link to the template Scratch project.• Go through the five steps learners will need to follow to implement their designs, and leave these on the screen as they work on their own projects.<ol style="list-style-type: none">1. Add, resize, and recentre your sprite2. Choose Events blocks3. Add Motion blocks4. Add Pen blocks5. Set up your project (so it starts in the same way each time)	<ul style="list-style-type: none">• Design• Code• Setup• Test• Debug• Actions• events
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