



TSS Primary Computing MTP 2022-2023

Year 6 Block 3 – Ethara 1

| Week | Key Targets and Learning Objectives | Key Activities | Key Vocabulary |
|------|--|--|--|
| 1 | <ul style="list-style-type: none"> 6CT.01 Follow and understand algorithms that are presented as flowcharts. 6CT.07 Know how to develop algorithms that include two or more variables. 6CT.08 Understand and use arithmetic (+, -, *, /) operators in algorithms. | <ul style="list-style-type: none"> What is a Flowchart? Show PowerPoint and model example and individual symbols. Discuss connection with computing/control. Assign Running a Bath Activity – Students should complete written handout before creating the flowchart on the computers. All work should be saved in OneDrive (Use Flowol if working with Windows 11 or PowerPoint as an alternative) | <ul style="list-style-type: none"> Flowchart Algorithm Symbol Output Decision |
| 2 | <ul style="list-style-type: none"> 6CT.01 Follow and understand algorithms that are presented as flowcharts. 6CT.07 Know how to develop algorithms that include two or more variables. 6CT.08 Understand and use arithmetic (+, -, *, /) operators in algorithms. | <ul style="list-style-type: none"> Discuss reaction times and careers where good reaction times are important. Model Astronaut Reaction Time Game on IWB. Discuss features and relate to algorithms and flowcharts. As a class create a flowchart for Astronaut Reaction Time Game. | <ul style="list-style-type: none"> Flowchart Algorithm Symbol Output Decision Reaction Variable |
| 3 | <ul style="list-style-type: none"> 6P.01 Explain the use of constructs in programming, including sequence, selection and iteration. | <ul style="list-style-type: none"> Open Scratch 3.0 online and review workspace Direct S's to Astronaut Reaction Time Game read, discuss and model on IWB. Instruct students to complete programming tasks and facilitate as req'd noting HAP's & LAP's. | <ul style="list-style-type: none"> Reaction Variable Program Sprite Script Operator |
| 4 | <ul style="list-style-type: none"> 6P.01 Explain the use of constructs in programming, including sequence, selection and iteration. 6P.03 Know how to develop block-based programs where multiple algorithms interrelate. | <ul style="list-style-type: none"> Play intro. video and discuss reaction times in Ethara. Open Scratch 3.0 online and demonstrate Ethara Reaction Timer Ask students to create a flowchart for their own reaction timers Check flowcharts and allow students to begin creating reaction timers in Scratch | <ul style="list-style-type: none"> Reaction Variable Program Sprite Script Operator |
| 5 | <ul style="list-style-type: none"> 6P.01 Explain the use of constructs in programming, including sequence, selection and iteration. 6P.03 Know how to develop block-based programs where multiple algorithms interrelate. | <ul style="list-style-type: none"> Review tasks Instruct students to complete programming tasks and facilitate as req'd noting HAP's & LAP's. | <ul style="list-style-type: none"> Reaction Variable Program Sprite Script Operator Animation |



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| 6 | <ul style="list-style-type: none">• 6TC.02 Use devices to create increasingly sophisticated digital artefacts, including the use of sound, video, text and other multimedia. | <ul style="list-style-type: none">• Discuss student designs made in Art and show Anniversary Edition example.• Share blank template with S's and open in PowerPoint.• On IWB model inserting shapes, images and text and how to edit points etc... Refer to Y5 Vector Drawings Unit• Instruct S's to use PowerPoint to recreate as accurately as possible the liveries they designed in Art. | <ul style="list-style-type: none">• Design• Livery• Object• Shape• Vector |
| 7 | <ul style="list-style-type: none">• 6TC.02 Use devices to create increasingly sophisticated digital artefacts, including the use of sound, video, text and other multimedia. | <ul style="list-style-type: none">• Review techniques used in previous week. Emphasize areas of template that will be cut away or covered. Discuss coordinates and how printed card templates will be cut.• S's complete their livery designs and after approval print 2 copies. 1 on paper and 1 on F1 Card.• (Return all templates to HR teachers after completion so cutting can begin and paper designs reserved for design process boards.) | <ul style="list-style-type: none">• Design• Livery• Object• Shape• Vector• Logo |