



TSS Primary Computing MTP 2023-2024 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.	<p>What is a Flowchart? Show PowerPoint and model example and individual symbols. Discuss connection with computing/control.</p> <p>Assign Running a Bath Activity – Students should complete written handout before creating the flowchart on the computers. All work should be saved in OneDrive</p> <p>(Use Flowol if working with Windows 11 or PowerPoint as an alternative)</p>	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.	<p>Discuss reaction times and careers where good reaction times are important.</p> <p>Model Astronaut Reaction Time Game on IWB. Discuss features and relate to algorithms and flowcharts.</p> <p>As a class create a flowchart for Astronaut Reaction Time Game.</p>	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.	<p>Open Scratch 3.0 online and review workspace</p> <p>Direct S's to Astronaut Reaction Time Game read, discuss and model on IWB.</p> <p>Instruct students to complete programming tasks and facilitate as req'd noting HAP's & LAP's.</p>	Reaction Variable Program Sprite Script Operator

Order of activities is subject to change due to Formula Ethara timings and calendar



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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.	<p>Play intro. video and discuss reaction times in Ethara.</p> <p>Open Scratch 3.0 online and demonstrate Ethara Reaction Timer</p> <p>Ask students to create a flowchart for their own reaction timers</p> <p>Check flowcharts and allow students to begin creating reaction timers in Scratch</p>	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.	<p>Review tasks</p> <p>Instruct students to complete programming tasks and facilitate as req'd noting HAP's & LAP's.</p>	Reaction Variable Program Sprite Script Operator Animation
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.	<p>Discuss student designs made in Art and show Anniversary Edition example.</p> <p>Share blank template with S's and open in PowerPoint.</p> <p>On IWB model inserting shapes, images and text and how to edit points etc... Refer to Y5 Vector Drawings Unit</p> <p>Instruct S's to use PowerPoint to recreate as accurately as possible the liveries they designed in Art.</p>	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.	<p>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.</p> <p>S's complete their livery designs and after approval print 2 copies. 1 on paper and 1 on F1 Card.</p> <p>(Return all templates to HR teachers after completion so cutting can begin and paper designs reserved for design process boards.)</p>	Design Livery Object Shape Vector Logo

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