

Chase View Primary School – ICT Schemes

Year	E-Safety	Programming	Skills in ICT
Year 6	<p><u>Common Sense Media Lessons</u></p> <ul style="list-style-type: none"> • Talking Safely Online - Keeping personal information private • Super Digital Citizen - Working together • Privacy Rules - What are secure websites? • What's Cyberbullying? - What is it and how to deal with it? • Selling Stereotypes - How the media sells ideas <p>Other resources</p> <ul style="list-style-type: none"> • Think You Know Resources • CEOP Jigsaw Assembly • Cybersmart Resources 	<p><u>Starting from Scratch</u></p> <ul style="list-style-type: none"> • These activities are based on the free programming tool Scratch and will make an excellent transition project from Y6 to Y7. See Appendix for a general information sheet about Scratch. Show pupils the Scratch environment and explain the following blocks: Control, Motion, Looks, Sound You need to limit the key blocks you show them - these are the ones they need to complete the task. • Demonstrate how blocks can be moved into and off the Scripts area. Show how the Cat sprite can be controlled using one of the Move blocks. • To demonstrate how the blocks can be joined, drag out one Control block and one Move block and join. Show pupils what happens when you click on the flag. • Ask pupils what other blocks could be added and then predict what would happen. • Give plenty of opportunity for pupils to experiment with these two types of blocks. • How can you make the Sprite/Cat wait for 10 secs before it moves? • Model the blocks shown opposite to the class, can they predict what the cat will do? • Pupil task is to then make this sequence of instructions more efficient using the Repeat block - this activity will link to pupils' prior understanding of Repeat procedures and commands. What needs to be added to make the cat meow at the end? • Now pupils should extend the sequence to include a Looks block to show a speech bubble containing "How clever am I" • Teacher demo of how to import a new background for the stage and a new sprite, ready for them to complete the activity, • The Joke. You will find a complete Scratch animation called The Joke in the examples folder within Scratch. Use this to demonstrate to the pupils. Their task will be to create their own Knock, Knock Joke animation, using their own choice of backgrounds, sprites and joke. 	<p><u>Key Skills</u></p> <ul style="list-style-type: none"> • PROJECT Entrust It's a Dog's Life • Spreadsheet Modelling • Entrust Where the Internet lives