**Year 4 Computing**

*Some children may have completed Whack a Witch in class. They can then start on the second Project Fireworks first then complete the extension task at the bottom of this document.*

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| **Lesson** | **Learning Objective** | **Resources & Activity** |
| 1  Week beginning: 27th April 2020 | Skills  This project covers:  • Setting a variable  • Loops  • Keeping and setting the score | Resources: Whack a Witch coding instruction, this can be downloaded from the Home learning Area.  This project uses resources found in the Scratch 1.4  This can be downloaded on to your computer. Mac and Windows version are available on our learning area to download.  Also the link is: <https://scratch.mit.edu/scratch_1.4>  Introduction  This project is like the carnival game called whack-a-mole. You get points for hitting the witches that appear on the screen. The aim is to get as many points as possible in 30 seconds. |
| 2  Week beginning: 11th May 2020 | Skills  This project covers:  • Responding to clicks  • Changing the appearance of sprites  • Playing sounds  • Broadcasting and receiving events | Resources: Fireworks coding instruction, this can be downloaded from the Home learning Area.  Introduction  This interactive toy shows fireworks exploding in the sky wherever you click and plays the sound of the fireworks exploding.  This project uses resources found in the Scratch Backgrounds folders as well as the files found in the Fireworks resources folder that can be downloaded from our home learning area. |
| 3  Week beginning: 25th May 2020 | Skills  This project covers  • Changing costumes  • Running a loop  • Stopping a loop on click  Resources  This project uses only standard Scratch images found within Scratch.. | Resources: Fruit Machine coding instruction, this can be downloaded from the Home learning Area.  Introduction:  This is a simple game that has three sprites that change costume. You have to stop them when they’re showing the same picture (like a fruit machine!).  This project uses resources found in the Scratch Backgrounds folders. |
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| Extension. | Skills  This project covers  • Moving sprites  • Controlling sprites with the mouse  • Changing costumes  • Collision detection  • Sprites reading other sprites’ state  • Keeping and changing scores  Resources  This project uses resources found in the Scratch Backgrounds and Costumes folders AND the hungry fish costumes can be found in the volunteers packs | Resources: Fish Chomp coding instruction, this can be downloaded from the Home learning Area.  Introduction  We’re going to make a Fish Chomp game! Guide the large Hungry Fish around and try to eat all the prey that are swimming around.  This project uses resources found in the Scratch Backgrounds as well has the fish costume folder that can be downloaded from the home learning area. |