



Banks Road Primary School—Computing

Major Glad, Major Dizzy—Medium Term Plan

Year: 1

Topic: Coding (Creating an electronic toy)

Term: Autumn 1

Lesson	Focus
1	Children access Scratch Jnr. What is Scratch Jnr.? Play around with Scratch Jnr. getting used to the layout, tools etc.
2	Unplugged—Using pencil and paper, sketch out a Victorian toy inspiration from Major Glad, Major Dizzy.
3	Using Scratch Jnr. to copy their sketch to create a sprite. Fill in the colour etc. ****Keep note of iPad numbers
4	Children to open their project. Choose a backdrop, program some movements of the toy across a setting.
5	Using loops or repeats to reduce the size of the algorithm. Adding in turns/changing size etc.
6	Children add in speech to the sprite. Maybe a second character.