Introduction

This unit reinforces skills taught throughout the year and links them together with a common theme of Castles. Children are given the opportunity to use their skills in a new context and apply them within software they are familiar with in order to complete a final project. Lessons are structured into three sets of 2 lessons, which can be delivered in sequence or in isolation. The first two follow up the unit on Computer Art, the second two on Presentation Skills and the final two on Programming with Scratch.

Health & Safety

Ensure your rules are clear for using computers and the Internet. Remind children about e-safety rules.

Home Learning

Cubism and Picasso: Children have the task of drawing their own cubism-style picture on paper, based on learning from the classroom. This could later be recreated on the computer using lines and shapes, either at school or home.

Castle Research: To accompany the Using and Applying theme of Castles, children are challenged to research a local or nationally famous castle. The work could be drawing or writing and used to help further lessons on presentations or coding where Castles is the context of the work.

Assessment Statements

By the end of this unit...

...all children should be able to:

- find and open software for creating computer art;
- add text and images to a presentation;
- retrieve/open a file from a saved location;
- select a relevant backdrop and character within
- Scratch;
- add a second character and position on the backdrop within Scratch.

...most children will be able to:

- control the mouse to produce different effects (dots/lines);
- use computer paint skills in a new context;
- add new slides to a presentation with a main idea on each slide;
- insert and reorder slides;
- make a character move within Scratch.

...some children will be able to:

- reproduce an image using a particular artistic style;
- compare different styles of computer art;
- review and edit a presentation;
- link actions and text to a theme within Scratch;
- add code for a pair or series of speech bubbles within Scratch.

Lesson Breakdown

Resources

1. **Pointillism**

Use technology purposefully to create, organise, store, manipulate and retrieve digital content, in the context of creating computer art in a particular style.
- I can use a specific computer skill to reproduce a style of art.

- Computers with Paint software installed.

2. **Cubism Castle**

Use technology purposefully to create, organise, store, manipulate and retrieve digital content, in the context of creating computer art in a particular style.
- I can use a specific computer skill to create and compare styles of art.

- Computers with Paint software installed.

3. **Perfect Presentations**

Use technology purposefully to create, organise, store, manipulate and retrieve digital content, in the context of creating a presentation.
- I can create a presentation including text and images.

- Computers with presentation software (e.g. PowerPoint) installed.

4. **Retrieve, Edit and Present**

Use technology purposefully to create, organise, store, manipulate and retrieve digital content, in the context of creating a presentation.
- I can retrieve, edit and organise a presentation.

- Computers with presentation software (e.g. PowerPoint) installed.

5. **Scratch Castle**

Understand what algorithms are; and that programs execute by following precise and ambiguous instructions. Create and debug simple programs. Use logical reasoning to predict the behaviour of simple programs, in the context of using Scratch programming to create code.
- I can create precise instructions for a character on a particular theme.

- Computers with Scratch 2.0 installed or available online.

6. **Scratch Skills**

Understand what algorithms are; and that programs execute by following precise and ambiguous instructions. Create and debug simple programs. Use logical reasoning to predict the behaviour of simple programs in the context of using Scratch programming to create code.
- I can create code for a pair of characters involving speech and movement.

- Computers with Scratch 2.0 installed or available online.