# READ FIRST
## YEAR 3: EVENTS AND ACTIONS

**Digital Learning Cornwall**
Independent guidance | consultation | training
*Helping busy schools make informed EdTech choices*

## CURRICULUM MILESTONES

*I can identify a way to improve a program*

*I can debug errors across a sequence of code*

*I can decompose (break into smaller chunks) a programming problem*

**THE SUMMATIVE ASSESSMENT HAS BEEN CONDENSED FOR AN ONLINE QUIZIZZ VERSION THAT CAN BE USED HERE**
https://quizizz.com/admin/quiz/60f6baff325ecc001b6d5879

*Scratch general guidance:*
**Scratch** is the online coding environment that is most prevalent as children learn further coding routines and structures in key stage 2. While children will be keen to experiment and explore the different coding aspects within Scratch, they should be encouraged to proceed with caution, adopting a process whereby they add / change slowly and test as they go – it is, otherwise, rather easy to make a jumbled mess that no-one can decipher without starting again!

Scratch does have a **teacher account mode** whereby student accounts can be set up and managed. However, there are limitations to this system currently and you may find that it doesn't bring all the benefits you were hoping for. We would like to see this option lock down student accounts so that they cannot access the Scratch community (for safeguarding reasons). We would also like to see integration options for MIS / Microsoft / Google Classroom so that student accounts can be set up and accessed through quick automation.

With those limitations in mind, you may find that it's easier for students to simply click the Create button and begin projects without creating Scratch accounts. They can use *File / Save to Your Computer* to download a file (i.e. save it) and if returning at another time they can use *File / Load from your Computer* to continue on the same project.

### EASY ACCESS TIPS: LESSONS 1 - 6

Each of these sessions will introduce children to a new way of thinking and working within Scratch. You will notice hyperlinks for pre-made Scratch projects are shown within the PowerPoint slides – if you have a way to ping links over to children (perhaps on a learning platform like Seesaw/Google Classroom, or with a tool like Apple Classroom) then it can be very useful to send these over in this way.