

# READ FIRST

## YEAR 3: SEQUENCE IN MUSIC

### CURRICULUM MILESTONES

*I can add extra code to enhance the function of a program*

*I can create a sequence of connected commands*

### WHY THIS? WHY NOW?

#### CURRICULUM SEQUENCING AND ASSESSMENT

This unit is the first Programming unit for year 3. The unit builds upon previous learning within Scratch Jr and Robot Algorithms (using Beebots) in year 2. This unit will prepare children sufficiently to consider the second Programming unit, either in Scratch or using Sphero robots.

The unit provides building blocks for programming concepts in year 4 and beyond. i.e. use of more advanced loop commands; re-ordering code for different outcomes; refactoring code to make it run better.

THE RUBRIC THAT ACCOMPANIES THIS UNIT MAY BE USEFUL WHEN ASSESSING CHILDREN'S WORK. ALTERNATIVELY, YOU MIGHT FIND THAT IT PROVIDES USEFUL GUIDANCE FOR SIMPLE CLASS-BASED QUESTIONING OF CHILDREN ON THEIR WORK AS IT IS PRODUCED

#### 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 & 2

These sessions could be amalgamated together, picking and choosing useful input from the slides as children take their first steps with Scratch.

#### EASY ACCESS TIPS: LESSONS 3 & 4

These sessions could be amalgamated together, picking and choosing useful input from the slides as children cover sequencing.

#### EASY ACCESS TIPS: LESSONS 5 & 6

These sessions could be amalgamated together, picking and choosing useful input from the slides as children create their coded instruments.