


Engayne home learning planning framework

This is the plan for a learning sequence, within each box is the information and resources you need for the sequence and are split into sessions.





Down the left hand side of the page are the metacognitive strategies we have been teaching the children that are particularly important to home learning.

<p><u>Metacognitive strategies</u></p> <p>The learning sequence in the next two columns is split into a number of sessions. Each session will have a main metacognitive focus but will often include other elements as well. The metacognitive strategies are listed below.</p>	<p><u>Topic</u> Tasks (offline and online)</p> <p>Computing</p> <p>If the games do not open on the PowerPoints, add the web links below to Google Chrome.</p>	<p><u>Topic including PE - Task</u> (offline and online)</p> <p>Rehearsal and Christmas Sing-a-Long</p>
	<p>Computing -</p> <p>Main learning objective:</p> <ul style="list-style-type: none">• To understand that computer games are made up of precise instructions for the computer to follow.• To understand that programmers use many algorithms when making computer games.• To use logical reasoning to make predictions about what happens next in a game.• To be aware of and observe age restrictions on commercial games.• To be able to follow the rules for playing a game. <p>Desired outcome:</p> <ul style="list-style-type: none">• Children can describe what happens in a game.• Children can solve problems by working out short sequences of simple instructions.• Children can identify some winning strategies.• Children can suggest improvements to simple computer games. <p>Assessment activities to be submitted by N/A</p>	

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Approach	What is it?	Computing – For our computing topic the PowerPoints will walk you through everything that you will need to do. In preparation for this topic you will need: Software: Scratch, Fix The Factory (alternative: Lightbot: Code Hour) Hardware: iPads, Android tablets, laptops, desktop or Chromebook computers for Scratch This is an overview of what the children will learn to do during each of the lessons which can be found on the PowerPoints: In this unit, pupils play some Scratch games, trying to work out the rules of the game, i.e. the algorithms the programmers have used. They also play a simple coding-based game and discuss game playing. Lesson 1 The children will work out the rules (algorithms) for a simple arithmetic game. https://scratch.mit.edu/projects/15905989/ Lesson 2 The children will work out the rules (algorithms) for a chase game. https://scratch.mit.edu/projects/15906446/	PE - See PE lesson sheet for the lesson. There are activity ideas and games to play. If you are at home, see how many of the activities you can do and try to work on moving around in a space with your ball.
Activate 	Prompting pupils to think about what they have learnt previously, that will help them with their next steps.		
Explain 	Explicitly teaching strategies to pupils and helping them decide when to use them.		
Practise 	Pupils practising strategies and skills repeatedly, to develop independence.		
Reflect 	Pupils reflecting on what they have learnt after they have completed a piece of work.		

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<p>Review</p>  <p>Revisiting previous learning after a gap.</p>	<p>Lesson 3</p> <p>The children will work out the rules (algorithms) for a two-player sports game. https://scratch.mit.edu/projects/15906870/</p> <p>Lesson 4</p> <p>The children will work out the rules (algorithms) used in a shooting game. https://scratch.mit.edu/projects/15907506/</p> <p>Lesson 5</p> <p>The children will learn how to play a professionally produced coding-based game – Fix The Factory, on the school I-pads. If at home download Lightbot: Code Hour</p> <p>Lesson 6</p> <p>The children will learn to take turns to play a two-player game, working together to identify winning strategies. https://scratch.mit.edu/projects/330713349/</p>	
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