

## YEAR 3/4 MAPLE LONG-TERM PLAN: ICT

### Programming 1 - CORE

#### Year 3 Making My Program in Scratch 6 sessions

- Explore sprites
- Make things happen with individual blocks
- Create sequences
- Think through algorithm and program a dance
- Consider algorithm and program a knock knock joke
- Create animated story

### Programming 2 – CHOICE

#### Year 3 Making My Kodu Move 4 sessions

- Create algorithm and program to move a character in Kodu
- Add objects to Kodu
- Create simple game and give feedback to others

### TIOL 3 - CHOICE

#### Year 3 Send My eMail 3 sessions

- Discuss how we use emails to communicate online
- Create and send a class email to a class character
- Open and reply to an email
- Use Tocomail to send an email to a class partner

### Handling Data 1 – CORE

#### Year 3 Showing My Device Time 3 sessions

- Collect and show data on time spent playing games with 2Simple 2Graph or Easychart