



Year 2
Summer 2- Unit Plan



Summer 2	1	2	3	4	5	6
Topic	Computer Science: Scratch Jnr - Introduction and fundamentals OneDrive Resources					
Lesson	Grow and Shrink	Time to Move	Repeat	Sounds	Meet and greet	Conversation
LO	To program a character to grow and shrink.	To use instructions to make characters move at different speeds and distance.	To use a repeat instruction to make a sequence of instructions run more than once and predict the behaviour.	To create programs that play a recorded sound.	To use speech in a program using the Broadcast code	To use sequencing in a program
Video	Video 1 - Grow and Shrink	Video 2 - Time to Move	Video 3 - Repeat	Video 4 - Sounds	Scratch JR – Meet and greet.	Scratch JR – Sequences
Presentation	Grow and Shrink	Time to Move	Repeat	Sounds		
Planning	Activity Sheet – Grow	Activity Sheet – Move Car Activity Sheet – Move Under Water	Activity Sheet – Spaceman Activity Sheet – Quiz	Activity Sheet – Sounds	Lesson Plan - Meet and greet	Lesson Plan - Conversation
Vocabulary						