Longstone Primary School
Medium Term Planning
Year: 2023 Term: SU2 Cycle: B
CURRICULUM FOCUS: Computing

National Curriculum Links:	**Threshold Concepts:**
Design & write programs by turning a real-life situation into an algorithm Solve coding problems by decomposing them into smaller parts Read and predict other people's codes De-bug increasingly complex algorithms by using logical steps	To Code

Lesson 1	**Lesson 2**	**Lesson 3**	**Lesson 4**	**Lesson 5**	**Lesson 6**
Question: Can I identify a real-life situation to turn into an exciting game?	**Question**: Can I analyse examples of real-life situation-based games on Scratch?	**Question**: Can I code my own game on Scratch?	**Question**: Can I code my own game on Scratch? Can I de-bug my game on Scratch?	**Question**: Can I code my own game on Scratch? Can I de-bug my game on Scratch?	**Question**: Can I code my own game on Scratch? Can I de-bug my game on Scratch?
Threshold Concepts: To Code	**Threshold Concepts**: To Code	**Threshold Concepts**: To Code	**Threshold Concepts**: To Code	**Threshold Concepts**: To Code	**Threshold Concepts**: To Code