Aims, Success Criteria & Keywords	Teaching Activities	Assessment	Resources
I can: Insert backdrops Change backdrops Use sensing commands Keywords: Backdrops Sensing	Lesson Overview: In this lesson, students will learn how to import and create backdrops. They will also learn that backdrop can be changed with the relevant Scratch blocks. Starter: [5 mins] – slide 2	Complete: Task 1 Task 2	Changing Backdrops.pptx Worksheet Changing Backdrops.pdf
	 Teacher to show slide 2 and ask students which backdrop would suit the question/statement shown. Teacher to reveal answer. Main Activity [50 mins]		Scratch 3.0 software Homework.pdf
	 Task 1: Hot or Cold (slides 3-5) Teacher to use slides 3-4 to explain how a backdrop can be imported into Scratch 3.0. Teacher to use slide 5 to explain to students how instructions can be converted into Scratch blocks in order to change the backdrop. Students should complete Task 1 on their worksheet. 		Worksheet & Homework Answer Key
	 Task 2: Design Scenery (slides 6) Students to complete task 2 on their worksheet whereby they should design 2 backdrops on paper and then create them in Scratch. Students should then write the relevant scratch script to allow them to switch between the 2 backdrops. 		

Scratch

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	Plenary: [5 mins] – slide 7 • Students should draw around their hand on a piece of paper and then on each finger and thumb, they should explain what they have learnt about backdrops in the lesson. Homework • Complete the sheet called Changing Backdrops homework	Assessment	Resources