**Fathers do IT – lesson plan**

**Introduction**

* Show “living and non-living things” presentation on big screen to show the group what Scratch is and what can be done with it. Draw attention to the ‘script’ in the side panel which represents the *programming.* Explain that for each movement or action I have told the sprite how, when and where to do it.
* Quick guided tour of the main functions – control, motion and looks (explain we will be ignoring the others in this session) Also show how to select a background.

**Main session**

* Show how to move a sprite from one side of the screen to the other and challenge pupil-father pairs to do the same on their computers.
* Challenge pairs to do the same but to then move the sprite back to the starting position again.
* Stop groups working and show them on the big screen how to use character speech. Challenge them to use speech (or thought) bubbles in their animations.
* Introduce alternate costumes and additional characters. Show how each new sprite requires its own block of programming *script.*
* Challenge pairs to create their own short animation including at least 2 sprites, movement and dialogue.

**Plenary**

* Pairs showcase their animations on the big screen. Encourage them to talk about what was difficult and how they got around any problems.