Year 5 or 6 Technology in our Lives 3 (Choice) My Online Community

Timing	Children will
2 session of 45 minutes	- Explore projects in the Scratch online community - Discover what they can do with the community - Talk about responsible use of Scratch online and the consequences should anyone be reported for inappropriate use - Add encouraging comments to projects - Look at a studio and talk about a studio for the class - Create projects based on 10 block challenge and comment on each other's - Talk about how an online community can help their learning
e-safety links I know that anything I post online can be seen, used and may affect others. (Y5) I can explain the importance of communicating kindly and respectfully. (Y5) And explain the consequences to myself and others of not doing this. (Y6)	**Objectives** **Technology in our Lives** - I can use different online communication tools for different purposes. (Y5) - I know which resources on the Internet I can download and use. (Y5) - I can tell you the Internet services I need to use for different purposes. (Y6) **Other e-Safety links** - Learn to use a safe alias to participate online - Learn to provide positive feedback to others - Recognise copyright in terms of acknowledging other peoples' ideas - Learn to keep personal information private - Recognise inappropriate content - consider whether others would find a project or comment mean, insulting, too violent, or otherwise inappropriate - Know how and when to report inappropriate content and when deleting a comment is the sensible action. - Consider appropriate time to spend online creating and playing games

Links to other learning

Computing: Year 5 Programming 1 and 3, Year 6 Programming 1 and 2

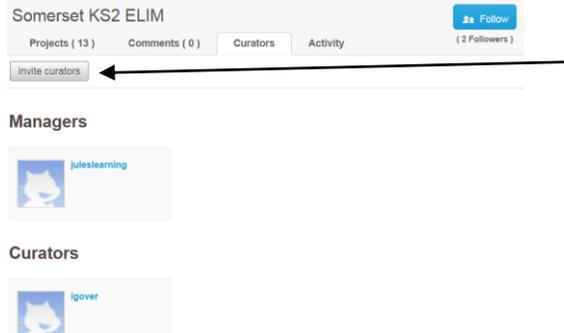| Resources	Preparation
Scratch online	• Ask technician to set short cut to https://scratch.mit.edu . • Read documents outlining the benefits of using Scratch online. • Download the letter to inform parents about the Scratch community (and edit for your school) **Ask parents to sign and return letter.** PDF version available. • Download the Powerpoint to support the lessons. You may want to change slide 14 to a different 10 block challenge. • Create a log in for yourself (remember the name you use will be displayed). • Create a studio for your class if you want to collect together any of the project that children make. You could have a studio for each different activity you set the class. You could have a studio for the top projects children create. You will need to know the project number for any project you want to add to a studio. • You could nominate one of the class to curate a studio. It would be their responsibility to add everyone's project. • Set up log ins to Scratch online for the children. They will each have a username and a password. You can enter the same email address for each child. This is only used if a child forgets their password so you will be able to reset if needed. We suggest logging a call with the helpdesk or your technical support to request a Scratch(name or number of school)@educ.somerset.gov.uk so that you have a single email address to use for all the children.

1	**Technology in our Lives**
	
	I can use different online communication tools for different purposes. (Y5)
	
	I can tell you the Internet services I need to use for different purposes. (Y6)
		Participate in an online community
		
		• Ask children to go to https://scratch.mit.edu. Have any of them used Scratch online at home?
		
		• Tell children to click on explore tab (slide 2).
		
		   o Which project impresses you?
		
		   o Which comments do you think are helpful for someone who is developing their programming skills?
		
		   o Which comment would you like to have on a Scratch Project you create?
		
		• Talk through what the children have found.
		
		• Tell the class you are going to give them log-ins to Scratch online. Where children are sharing laptops/PCs you will need to tell them which one should log in. Can the children notice anything different when they log in themselves?
		
		• Children will see a screen that indicates any new activity by people they may choose to follow (slide 3). They may also see new messages (slide 4). Talk about comments, favourites, likes and remixes. A remix is when someone adapts a project you have created. Talk about copyright – you are acknowledging that you have used someone else's idea. The number 3 on the top image of the slide highlights the number of reactions to your projects since you last logged in.
		
		• Tell them to go to explore and open a project. What is different here? Beneath a project, children will see options – slide 5. What do they think these enable them to do? *They can now make a project a favourite or they can like it or leave a comment. They can report something if it is inappropriate – can be project or a comment.*
		
		• Talk about the consequences if anyone is reported for inappropriate use – you
			Gold: Can I comment positively and helpfully in an online community?
			
			Silver: Can I comment positively in an online community?
			
			Bronze: Can I show that I like a project someone else has created?

		will receive an email and they will only be able to use the offline version of Scratch in school and any other consequence that is within your behaviour policy. • Let the children have time to explore projects, add comments, likes and make any special project a favourite. • Go through slides 6 – 10 to reinforce appropriate use of the site. • Agree your own class rules for using the Scratch Online Community. • Ask the children why it is good to use Scratch online. They can access in school and at home. They can continue work on a project or show it to their family. They can add comments to encourage each other.	

2	**Technology in our Lives**
	
	I can use different online communication tools for different purposes. (Y5)
	
	I can tell you the Internet services I need to use for different purposes. (Y6)
		• Take children through slides 11 – 12 which show opportunities in an account. If you have an account that you have been using for a while you could show your own.
		
		   o Slide 6 – you can **Share** your project and get comments. You can turn off commenting if you don't want to get comments. Talk about how you would feel if you got the comments on this slide.
		
		   o Slide 7 – clicking on My Stuff top right lets you see projects you have made. You can delete a project or **Unshare** one that you don't want others to see anymore.
		
		   o Slide 8 – This is a studio made for resources that are used to teach Scratch in Somerset. You could show them https://scratch.mit.edu/studios/255445/ , a studio with projects created to support Wessex planning
		
		• Tell the children that the class can have their own studio. Show the children how you make a studio entitled' XXX Class 10 Block Challenge'.
		
		• Set the children the 10 block challenge (slide 14 – or create your own). Ask them to log in. Those working in pairs should log in as the person who didn't
			Gold: Can I describe the way an online community can help me with my learning?
			
			Silver: Can I talk about the difference between Scratch online and offline?
			
			Bronze: Can I talk about why I like to do something online?

log in during the previous session. **As they work, go round and make a note of the project numbers. Add the projects to the 'XXX Class 10 Block Challenge.'**

- Tell the children they are going to comment on each other's project. Remind them of the class rules agreed in the previous session. You could use the 2 stars and a wish model for their comments.

- Ask the children to visit the studio and to comment on the projects they see.

- Bring the class together and look at the comments children have made. Ask them to identify the top three comments they see.

- Show children the Somerset New Wessex Studio. Tell them that if you see any projects that are particularly interesting you will send the details of the project so that it will be added here for other schools in Somerset to easily find.

- Talk about being able to see projects from other schools in Somerset. Also from people all around the world.

- How can an online community help with your learning? *They can share projects and get tips on improve them. They can also get ideas for projects they would like to remix or try to make in a different way themselves. They can see what is possible and challenge themselves.*

- What other online tools do you use to help with your learning?