



Linked learning theme: Summer term, Year 1

Computing – Programming B – Programming animations

Prior Learning

- Programming A – Moving a robot will have been completed in Spring to show the children how to use commands to control outputs. During this module, children will transfer these skills to digital computing rather than physical.

Core knowledge

Learners will be introduced to on-screen programming through ScratchJr. Learners will explore the way a project looks by investigating sprites and backgrounds. They will use programming blocks to use, modify, and create programs. Learners will also be introduced to the early stages of program design through the introduction of algorithms.

Key skills

- Use commands to move sprites.
- Follow algorithms within block coding.
- Change values of block codes.
- Code individual sprites.
- Plan algorithms and codes to achieve an output.
- Create programs using planned algorithms.

Vocabulary

Algorithm
Block code
Code
Command
Output
Program
Sprite
Values

Learning Outcomes

- To choose a command for a given purpose.
- To show that a series of commands can be joined together.
- To identify the effect of changing a value.
- To explain that each sprite has its own instructions.
- To design the parts of a project.
- To use my algorithm to create a program.