



Linked learning theme: Summer term, Year 2

Computing – Programming B – Programming Quizzes

Prior Learning

- This unit initially recaps on learning from the Year 1 ScratchJr unit 'Programming B – Programming animations'. Learners begin to understand that sequences of commands have an outcome, and make predictions based on their learning.

Core knowledge

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Key skills

- Identify the need for a start point in sequences.
- Make predictions about outcomes based on block coding.
- Build sequences of code to determine outcomes.
- Create programs using pre-existing designs.
- Increase complexity of programs by expanding code.
- Evaluate products based on their plans and debug problems.

Vocabulary

Block coding
Code
Debug
Evaluation
Outcomes
Predict
Programs
Sequence
Start

Learning Outcomes

- To explain that a sequence of commands has a start.
- To explain that a sequence of commands has an outcome.
- To create a program using a given design.
- To change a given design.
- To create a program using my own design.
- To decide how my project can be improved