

Newquay Primary Academy –Summer Term 2 Sequence– Computing



RECEPTION

Prior knowledge...

YEAR 1

Programming B – programming animations

Prior knowledge...
Children have learned to program a floor robot using instructions.

YEAR 2

Programming B Programming quizzes

Prior knowledge...
Children have an understanding of instructions in sequences and the use of logical reasoning to predict outcomes.

INTENT

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

Children begin to understand that sequences of commands have an outcome, and make predictions based on their learning. They use and modify designs to create their own quiz questions in ScratchJr, and realise these designs in ScratchJr using blocks of code. Finally, children evaluate their work and make improvements to their programming projects.

VOCABULARY / STICKY KNOWLEDGE

Command, sprite, algorithm, program

Sequence, commands, outcome, design, prediction, evaluate, improve

SEQUENCE OF LESSONS

1. Internet safety - Managing online information - I know how to get help from a trusted adult if we see content that makes us feel sad, uncomfortable, worried or frightened.
2. Comparing tools - To choose a command for a given purpose
3. Joining blocks - To show that a series of commands can be joined together
4. Make a change - To identify the effect of changing a value
5. Adding sprites - To explain that each sprite has its own instructions
6. Project design - To design the parts of a project
7. Following my design - To use my algorithm to create a program

1. Internet safety- Managing online information - I can describe and explain some rules for keeping personal information private (e.g. creating and protecting passwords).
2. Scratch Junior recap - To explain that a sequence of commands has a start
3. Outcomes - To explain that a sequence of commands has an outcome
4. Using a design - To create a program using a given design
5. Changing a design - To change a given design
6. Designing and creating a program - To create a program using my own design
7. Evaluating - To decide how my project can be improved

OUTCOME / COMPOSITE

Children will use an algorithm to create a program on ScratchJr.

Children will create their own quiz questions in Scratch Jr and realise these designs using blocks of code.