

**Year 1 Unit Medium Term – Computing - Programming with Scratch JR**

**N.C POS**

- Understand what algorithm are; how they are implemented as programs on digital devices; and that programs execute by following precise unambiguous instructions
- Create and debug simple programs
- Use technology purposefully to create, organise, store, manipulate and retrieve digital content
- Use logical reasoning to predict the behavior of simple programs

**Concept:** cause and effect, change, information, communication, technology, patterns

**Strand/s of Computing met:** Computer Science

**Key Vocabulary:** instructions, algorithm, debug, programming, sequence, repeat, size, grow, shrink, direction

**Prior Learning:** explain an algorithm is a set of instructions, explain sequencing and give instructions to a programmable toy.

**Core Knowledge- non-negotiable- specific knowledge must be identified here**

- Begin to use software or apps to create movement and patterns on a screen.
- Can independently create a simple program.
- Debug errors when they occur.
- Predict what will happen for a short sequence of instructions in a program.
- Describe what happens when a series of buttons are pressed.

**Wider Influences**

**Enduring Understanding**

- **To continue to understand the principles of programming.**
- **To develop a sense of creating, debugging and logical reasoning.**