Medium Term Plan: Supporting Implementation of LTP/Progression Grid

Subject: Computing – Programming: Introduction to Animation   Year: KS1 – Year A – Summer

NC/PoS:
- Understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions
- Create and debug simple programs
- Use logical reasoning to predict the behaviour of simple programs

Prior Learning (what pupils already know and can do)
Understanding giving and following instructions, using floor robots to create and debug programs.

End Points (what pupils MUST know and remember)
- 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 values
- To explain that each sprite has its own instructions
- To design parts of a project
- To use an algorithm to create a program

Key Vocabulary
Scratch Jnr, blocks, program, algorithm, sprite,

Session 1: Scratch Jnr

What type of application is Scratch Jnr and what is it used for? What is a sprite? How can a sprite be manipulated? How can a sprite be compared to the floor robot?

Vocabulary: Scratch Jnr, sprite, floor robot,

Session 2: Blocks

What is a block? Why are there different types of blocks? How can we add blocks together? How can we delete blocks? How do we make a complete program? How do we run our programs?

Vocabulary: blocks, program, algorithm, run/start, command, direction, sprite

Session 3: Complex programs

How do we add/delete sprites? How can we create individual programs for each sprite? Why do some blocks have numbers and what happens when we change them?

Vocabulary: sprites, blocks, program, algorithm

Session 4: Design

How can we change the background? Can we find sprites that suit our background? How might our sprites move in this scene? What blocks will be needed to create the program? How can we edit the program?

Vocabulary: project, sprite, blocks, program, algorithm, debug, background

Future learning this content supports:
The content of this unit will support other units on creating and developing digital programs.