



Key Learning:

To explore a new programming environment

- I can identify the objects in a Scratch project (sprites, backdrops)
- I can explain that objects in Scratch have attributes (linked to)
- I can recognise that commands in Scratch are represented as blocks

To identify that commands have an outcome

- I can create a program following a design and understand that each sprite is controlled by the commands I choose
- I can predict the coding blocks used to move a sprite
- I can match coding blocks to their actions

To explain that a program has a start

- I can start a program in different ways
- I can create a sequence of connected commands
- I can explain that the objects in my project will respond exactly to the code

To recognise that a sequence of commands can have an order

- I can explain what a sequence is
- I can combine sound commands
- I can order notes into a sequence

To change the appearance of my project

- I can build a sequence of commands
- I can decide the actions for each sprite in a program
- I can make design choices for my artwork

To create a project from a task description

- I can identify and name the objects I will need for a project
- I can relate a task description to a design
- I can implement my algorithm as code

Vocabulary:

Scratch, programming, blocks, commands, code, sprite, costume, stage, backdrop, motion, turn, point in direction, go to, glide, sequence, event, task, design, run the code, order, note, chord, algorithm, bug, debug, code