



What I should already know: Following, giving and debugging instructions, programming beebots, understanding algorithms.

What will I learn?

1. Can we explore a programming application?
2. Can we use repetition (a loop) in a program?
3. Can we program an animation?
4. Can we program a story?
5. Can we program a game?

Key Vocabulary

Algorithm - A clear set of instructions to carry out a task.
Animation - Pictures or photographs in a sequence to give the illusion of movement.
Application - A computer program.
Bug - An error or mistake in computer code.
Code (computer) - A set of instructions written in programming language to tell a computer what to do.
Code (verb) - To write in a programming language (code).
Code Block - A visual representation for a section of code that performs a certain job. They can be snapped together to build a program.
Data - Information used for a specific purpose or investigation.
Debug - To fix the error in code.
Decompose - To break something down into smaller chunks.
Digital Content - Information and media such as videos or pictures stored on a computer.
Error - A mistake.
Essential - absolutely necessary and extremely important.
Game - An activity made for fun.
Icon - A small image which represents someone or something.
Instructions - A list of commands and directions on how to do something.
Interface - A program that allows a user to interact with a computer.
Loop - A repeated sequence of instructions.
Predict - To make an educated guess as to what might happen as a result of something.
Program - A series of code that instructs the computer to perform

Key Skills (National Curriculum)

Pupils will be taught:

- 1) To design, write and debug programs that accomplish specific goals; solve problems by decomposing them into smaller parts.
- 2) Use sequence, selection and repetition in programs; work with variables and various forms of input and output.
- 3) Use logical reasoning to explain how some simple algorithms work and detect and correct errors in algorithms and programs.

specific tasks.

Remixing Code - Altering code that already exists.

Repeat - To do the same again.

Repetition Code - To create loops in your program to make it more efficient.

Review - To look at something in detail and give constructive feedback if it requires improvement.

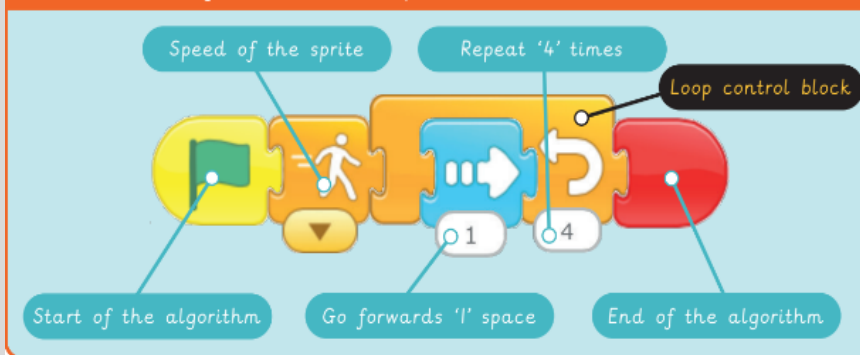
Scratch Jr - A simple, block based application in which you can instruct Scratch, the cat.

Sequence - A set order or pattern for something to follow.

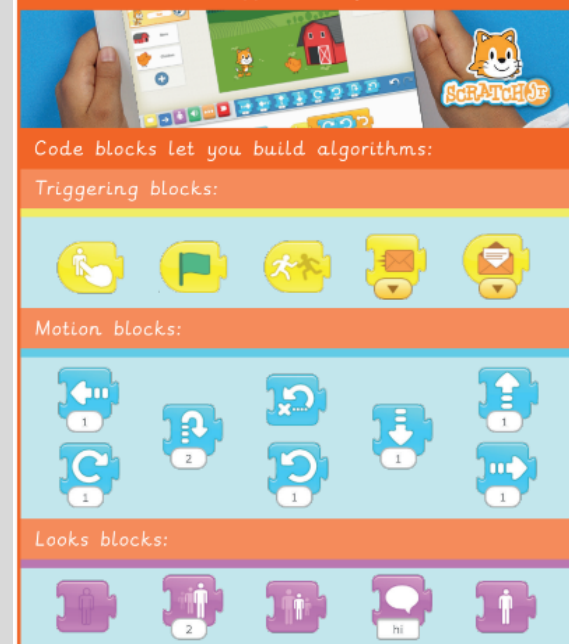
Sprite - Visual objects that can be moved or perform an action through code.

Tinker - To explore and play with something to find how it works.

A Scratch JR algorithm with a loop:



Scratch JR is an application for tablets.



Links to other areas of the curriculum : Speaking and Listening, Writing, Maths (position & Direction),

