

Parsonage Farm Nursery and Infant School

Year 2

Computing: Scratch Junior

Summer 2

Knowledge

- ❖ To understand the interface of Scratch Junior.
- ❖ To understand the function of blocks in Scratch Junior.
- ❖ To know that a program can be made by connecting a sequence of blocks, all of which have a different function.
- ❖ To be able to build a story (program) on Scratch Junior.



Safeguarding

- ❖ E-safety is taught and referenced throughout all Computing lessons. Children will be expected to name our E-safety rules and explain why we have them.
- ❖ Children will be supervised at all times when using a device.

Prior Knowledge

- ❖ Knows that a set of instructions is called an algorithm.
- ❖ Knows how to use 2Go to create and follow algorithms.
- ❖ To be able to explain that for a computer to make something happen, it needs a clear set of instructions (algorithm).
- ❖ To know that debugging is looking for problems in a program, fixing them and testing them.

Skills

- Know how to add, connect and move blocks to create a code.
- To choose and create a character and background.
- To understand the function of blocks and icons e.g. start a program with green flag and stop program with red end block
- To program characters to move at different speeds and in different directions.
- Use the repeat and repeat forever blocks to make a program repeat.
- Create speech bubbles for characters.

Key Vocabulary

- ❖ algorithm
- ❖ blocks
- ❖ function
- ❖ character
- ❖ command
- ❖ background
- ❖ debug/debugging
- ❖ object
- ❖ run
- ❖ repeat
- ❖ speed
- ❖ motion

