

Parsonage Farm Nursery and Infant School

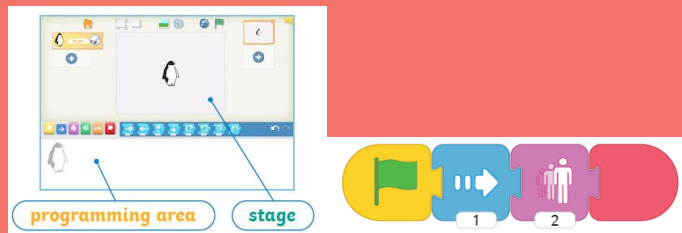
Year 1

Computing - Programming with Scratch
Jr

Summer 2

Knowledge

- ❖ To understand what algorithms are and how they are implemented as programs on digital devices
- ❖ To understand that programs execute by following precise and unambiguous instructions.
- ❖ To create and debug simple programs.
- ❖ To use logical reasoning to predict the behaviour of simple programs.



Prior Knowledge

- ❖ Logging onto the computers and Purple Mash.
- ❖ Programming and debugging Beebots.
- ❖ Following simple instructions and sequences (algorithms).
- ❖ Using 2Go to make simple programs.
- ❖ Understanding and using direction keys.

Skills

- ❖ Open the Scratch Jr app and start a new project.
- ❖ Add new characters and backgrounds.
- ❖ Use blocks for movement in different directions.
- ❖ Create short sets of sequenced instructions.

Key Vocabulary

- ❖ algorithm
- ❖ debug
- ❖ script
- ❖ background
- ❖ blocks
- ❖ character
- ❖ debug
- ❖ stage
- ❖ programming area

Safeguarding

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