

SKILLS	Find the commands to move a sprite Use commands to move a sprite Compare different programming tools	Use more than one block by joining them together Use a Start block in a program Run my program	Find blocks that have numbers Change the value	Show that a project can include more than one sprite Delete a sprite Add blocks to each of my sprites	Choose appropriate artwork for my project Decide how each sprite will move Create an algorithm for each sprite	Use sprites that match my design Add programming blocks based on my algorithm Test the programs I have created	Children will be able to explore the way a project looks by investigating sprites and backgrounds using ScratchJr. Children will use programming blocks to use, modify, and create programs.
KNOWLEDGE	To recognise different commands and what they do	To know what programming blocks are I know that joining blocks together creates a sequence To know what an algorithm is and how it can be used as a code	To know that a value of a block can be changed To identify the effect on a block of changing a value	To know that sprites have programming areas To know what programming blocks are and how to use them to give instructions To understand the design and code levels of the project	To know what blocks are and Speed blocks To understand the task and design levels of the project	To know that sprites can be resized To understand the design and code levels of the project	Children will be introduced to the early stages of program design through the introduction of algorithms. They will learn about programming and the four stages; task, design, code and running the code.
LESSON LINK	Intro to animation	Intro to animation	Intro to animation	Intro to animation	Intro to animation	Intro to animation	
PROGRESSIVE VOCABULARY	scratchjr bee-bot command sprite programming programming area	block joining command start block run program programming area background delete reset	effect change value block block	instructions sprite delete program algorithm	sprite background appropriate algorithm	sprite design programming blocks algorithm programs	Children will be able to understand, articulate and use the vocabulary

CURRICULUM EXPERIENCES						Create 'Space Race' animation	
END POINT	Children will become accustomed to the ScratchJr programming environment. They will discover that they can move characters on-screen using commands, and compare ScratchJr to the Bee-Bots used in the previous unit.	Children will discover that blocks can be joined together in ScratchJr. They will use a Start block to run their programs. They will also learn additional skills such as adding backgrounds and deleting sprites. Children will follow given algorithms to create simple programs.	Children will discover that some blocks in ScratchJr have numbers underneath them. They will learn how to change these values and identify the effect on a block of changing a value.	Children will be taught how to add and delete sprites in ScratchJr. They will discover that each sprite has its own programming area, and learn how to add programming blocks to give instructions to each of the sprites.	Children will choose appropriate backgrounds and sprites for a 'Space race' project. They will decide how each sprite will move, and create an algorithm based on the blocks available in ScratchJr that reflects this.	Children will use their project designs from the previous lesson to create their projects on-screen in ScratchJr. They will use their project design, including algorithms created in the previous lesson, to make programs for each of their rocket sprites. They will test whether their algorithms are effective when their programs are run.	Children will use their project designs from the previous lesson to create their projects on-screen in ScratchJr. They will use their project design, including algorithms created in the previous lesson, to make programs for each of their rocket sprites. They will test whether their algorithms are effective when their programs are run.

