YEAR 2 2.3 - Programming using Scratch Jr

Computing Area	Computer Science
National Curriculum Strands	• Understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions • Create and debug simple programs. Use logical reasoning to predict or estimate or guess the behaviour of simple programs
Skills Progression Points	• Use logical reasoning to predict and debug more complex programs. • Can create and debug with improved confidence and efficiency. • Begin to program using simple block code. • Programme a robot or software to do a particular task. • Be able to explain the order needed to do things to make something happen and to talk about it as an algorithm. • Understand what an algorithm is and demonstrate simple linear algorithms.
Hardware	Tablets
Software/App	Scratch Jr
Unit Objective	To design and create an animation using Scratch Jr.
Unit Vocabulary	Sequence, Code, Blocks, Sprites, Repeat, Bug, Debugging, Tinkering