

<b>Year group:</b> 2	<b>Term:</b> Spring 1	<b>Unit:</b> Programming – Scratch Junior
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**Must have knowledge:**

- To know that coding is writing in a special language so that the computer understands what to do.
- To know that you can write a program to create content (E.g a joke or a musical instrument)
- To know that buttons cause effects

**Key Vocabulary:**

**Algorithm:** Instructions that are put in an exact order

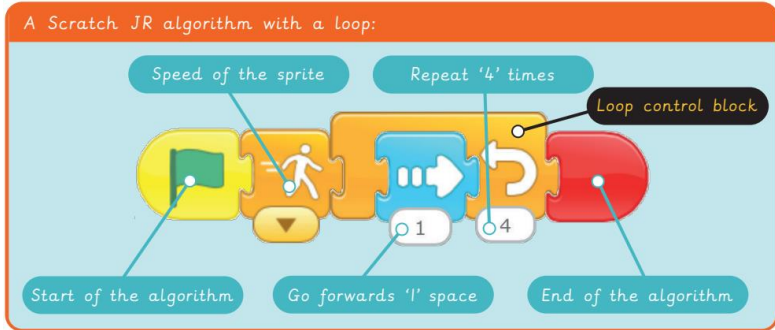
**Animation:** Pictures or photographs in a sequence to give the illusion of movement

**Code:** A set of instructions that are written in programming language, to tell a computer what to do.

**Sequence:** A set order or pattern for something to follow.


**Key skills**

- To follow an algorithm
- To create an animation
- Creating a clear and precise algorithm.



A Scratch JR algorithm with a loop:

The diagram shows a sequence of Scratch blocks: a yellow 'When green flag clicked' block, a yellow 'Go forward 1 space' block, a blue 'Repeat 4 times' loop block containing a blue 'Go forward 1 space' block, and a red 'End of algorithm' block. Labels point to various parts: 'Speed of the sprite' points to the 'Go forward 1 space' block inside the loop; 'Repeat '4' times' points to the loop block; 'Loop control block' points to the loop block; 'Start of the algorithm' points to the 'When green flag clicked' block; 'Go forwards '1' space' points to the 'Go forward 1 space' block; and 'End of the algorithm' points to the red block.



Scratch JR is an application for tablets.

Code blocks let you build algorithms:

Triggering blocks:

Motion blocks:

Looks blocks:

Sound blocks: | End blocks:

Control blocks: