Computing – Programming.

Understand what algorithms are; how they are implemented in digital devices; and that programs execute by following precise and unambiguous instructions

'Cool characters'





We started off by exploring on Scratch and choosing our own characters and backgrounds.

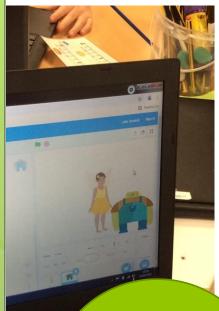


We then had a go at exploring the movement options and enjoyed making our characters spin around In circles and glide across the screen.

> I made my bat glide across the screen

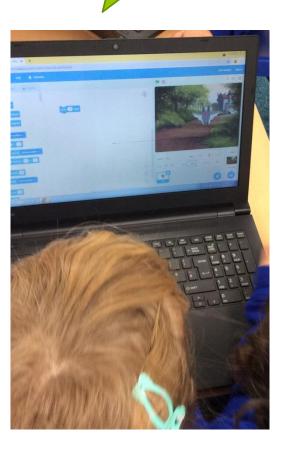
Shrinking and growing!

My bat grew from 67 to 100!



You made the monster shrink!





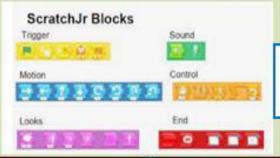
Computing

FLE Y1/2

Programming with ScratchJr







Create a program using Scratch Jr to animate a character.

Forever Facts

Computer programs are made up of a sequence of instructions.

We use instructions in everyday life, for example, using a recipe when baking a cake or learning how to play a new game like Top Trumps.

Coding means telling a computer what to do by giving it commands.

Computer programmers use a variety of coding languages to write a computer program.

Many devices are controlled by a computer program, for example, a television and a mobile phone.

ScratchJr is a programming language that helps you to create your own interactive stories and games.

In ScratchJr, you snap together building blocks that make characters move, jump, dance and sing.

Exciting Books





SMSC

Spiritual - having a fascination in learning about the world around us / use of creativity and imagination in our learning / willingness to reflect on our experiences
Social - working together.

Subject Specific Vocabulary

program	a program is a set of instructions that a computer uses to do a job
code	writing code means to write instructions for a device like a computer
sprite	a sprife is a character
instruction	words or pictures that tell you how to do something
animate	making characters move
sequence	a sequence is made up of several things put together, one after the other
debug	looking for and correcting errors in the code

Skills

Understand how to make something move around.

Repeat a series of actions for a purpose.

Explain what has happened when using instructions to control some thing.