Computing – Spring 2 - 24-25

Year 2 – Programming (Scratch)

Remember when: beebots	**Key vocabulary**
By the end of the unit children must be able to: - to create a new character. - to move the character. - make the character bigger /smaller. - make the character talk. - create a link of 3 algorithms.	algorithm project backwards character forwards left motion right sound

In Year 1:

- move the beebot forwards, backwards and turn.
- be able to move a beebot to a given area.

National curriculum:
- 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 the behaviour of simple programs.

Software

Scratch Jnr

Title / Focus	**Lesson outline**
Summer Term	
Lesson 1 Introduction to scratch LO-to understand algorithms SK- to create a new character.	Introduce children to scratch. Recap key principles of navigating an iPad & the home screen. Show pupils how to open the app and open a new document. Teach children how to add a background and how to create a new character. Discuss how to debug any issues that arise.
Lesson 2 Adding characters LO-to understand algorithms SK- to move the character.	Recap last lesson. Children to independently open the app and add a background. Add a new character. Teach children how to use an algorithm to make the character move. Discuss how to debug any issues that arise. Teach children how to save their work.
Lesson 3 3 link algorithms LO-to understand algorithms SK- create a link of 3 algorithms.	Recap skills taught last lesson. Open saved work. Teach children how to create algorithms with 3 or more components. Discuss how to debug any issues that arise. Children to experiment with creating 3-part algorithms with various characters.
Lesson 4 Altering the size of the characters LO-to understand algorithms SK- make the character bigger /smaller.	Recap skills taught so far. Open saved work. Teach children how to make characters bigger/smaller. Discuss how to debug any issues that arise. Children given time to experiment with using algorithms to change the size of characters.
Lesson 5 Make the characters talk LO-to understand algorithms SK- make the character talk.	Recap skills taught so far. Open saved work. Teach children how to create an algorithm so the characters talk. Discuss how to debug any issues that arise.
Lesson 6 Final piece	Pupils to apply all the skills taught to create a final piece. They must include an under the sea backgrounds with appropriate moving sea characters. They need to type their name and use a 3 link algorithms to make the characters move.

Working towards	**End of Unit Assessment** Working at Age related expectations	Working at a greater depth
