

# Year 1 Programming

## Prior Learning (EYFS):

Begin to describe a sequence of events using words such as 'first', 'then'...

## Current Learning (Y1):

Learners will be introduced to on-screen programming through ScratchJr. Learners will explore the way a project looks by investigating sprites and backgrounds. They will use programming blocks to use, modify, and create programs. Learners will also be introduced to the early stages of program design through the introduction of algorithms

## Future Learning (Y2):

Learners begin to understand that sequences of commands have an outcome, and make predictions based on their learning. They use and modify designs to create their own quiz questions in ScratchJr, and realise these designs in ScratchJr using blocks of code. Finally, learners evaluate their work and make improvements to their programming projects.

## Key Vocabulary

|           |  |
|-----------|--|
| Algorithm | A sequence of instructions or a set of rules to get something done or complete a specific task |
| Program   | A collection of algorithms that a computer can interpret and execute to simplify processes     |
| Command   | A line of code written as part of a computer program   |

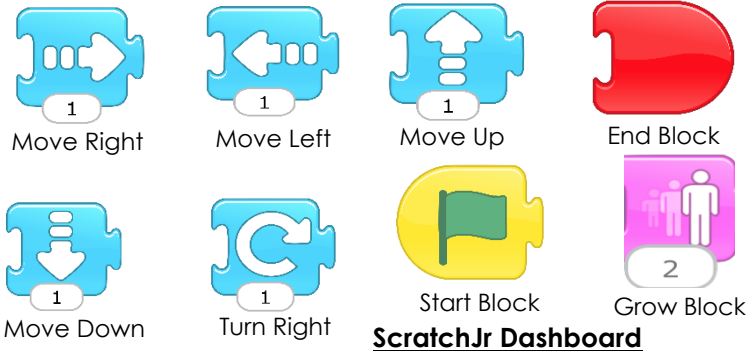
## Key Unit Specific Vocabulary:

Sprite; Value; Effect; Block; Programming Area; Test; Design

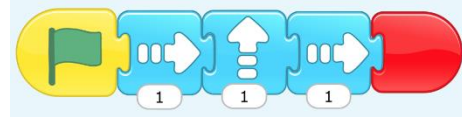
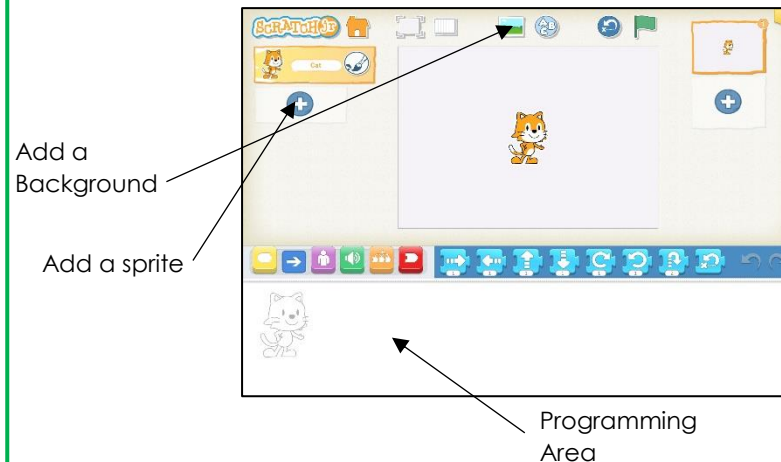
## Key Questions:

- How to move a sprite in Scratch Jr?
- How can I join programming blocks together?
- What is the effect of changing a value on a block?
- How can I add and program another sprite?
- How can I use my algorithm to create a program?
- How can I test the code I have created?

## ScratchJr Programming Blocks



## ScratchJr Dashboard



When creating a program on ScratchJr, you can link the programming blocks together like a jigsaw puzzle.

## Changing the Value on a Programming Block



To help create a program in the fewest blocks, you can change the number at the bottom of the block. For example, if you have the number 2 at the bottom of a move left block, the sprite will move two spaces.

## Testing your Program

It is important to test your program to make sure that your algorithms are correct.

