

# Events and actions in programs **Construction**

## Prior Knowledge

**Year 3:** Programming—sequence in music.

**Year 2:** Introduction to quizzes, robot algorithms.

**Year 1:** Introduction to animation.



## My Component Knowledge:

Lesson 1: I can explain how a sprite moves.

Lesson 2: I can create a program to move a sprite in four directions.

Lesson 3: I can adapt a program to a new context.

Lesson 4: I can develop my program by adding features.

Lesson 5: I can identify and fix bugs in a program.

Lesson 6: I can design and create a maze-based challenge.

## My Composite Knowledge:

I can use a programming tool. I can understand how to manipulate my programming tool using commands.

## My Powerful Knowledge:

I am developing my knowledge of programming. I can understand how to program a sprite and adapt and respond to changes.

## Key Vocabulary

**Tier 1:** event, actions, test, setup, scratch

**Tier 2:** design, motion, sprite, program

**Tier 3:** algorithm, logic, debug



What is a  
sprite? How  
does it move?

How can I add  
features?

How can I debug my  
program?

