

Programming using Scratch

Construction—To build something from parts.

Year 3



Prior Knowledge

EYFS: Programming using Beebots

Year 1: Introduction to animation.

Year 2: Introduction to quizzes, robot algorithms.

Year 3: Branching databases

Where next? Future learning

Year 4: Repetition in shapes and games. Programming, creating powerpoints

Year 5: Selection in physical computing, selection in quizzes.

Year 6: Variables in games, AI

My Component Knowledge:

Lesson 1: I can explain how a sprite moves.

Lesson 2: I can create a program to move a sprite using different blocks.

Lesson 3: I can create a sequence of commands and use an event to start my program.

Lesson 4: I can change the order of commands to create different outcomes

Lesson 5: I can design and create my own programme.

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, loop, actions, test, setup, scratch

Tier 2: Sequence, backdrop, animation, design, motion, sprite, program

Tier 3: Algorithms, code block, debug



What is a sprite? How does it move?



How can I add features?

