

Knowledge Organiser for Year 1 Spring 1

Big question: How can I create a program on ScratchJr?

National curriculum specification (KS1)

- 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



In this unit, the children will:

Choose a command for a given purpose

Show a series of commands and how they can be joined together

Identify the effect of a changing value (in a block)

Explain how each sprite has its own instructions

Design the parts of a project (create own algorithm)

Use own algorithm to create a program

Key vocabulary:

ScratchJr	An introductory programming language that enables young children to create their own interactive stories and games.
Command	A single instruction that can be used in a program to control a computer.
Sprite	The main characters of the project.
Program	A set of ordered commands that can be run by a computer to complete a task.
Block	A movement.
Run	To action the commands in a program.
Value	A way to change the variable in a block.
Algorithm	A precise set of ordered steps that can be followed by a human or a computer to achieve a task.

Teacher Subject Knowledge:

Seesaw	Cold Task:
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links for activities in each session	https://app.seesaw.me/pages/shared_activity?prompt_id=prompt.37094b7b-c835-43fc-bc73-57265791f185&share_token=WsBABgVzTGOvvSm-PAZtsA
Subject Knowledge – teacher training	<p>Intro to Programming with Scratch - Online Programming Course - FutureLearn – programming introductory course. It would be helpful to complete Week 1, which should take 20 minutes:</p> <div> <p>Week 1 -</p> <ul style="list-style-type: none"> • Get to know Scratch • Sprites, costumes and backdrops • Sequencing in Programming • Moving a sprite </div>