## Eversley Primary School– Knowledge Organiser



| Computing   |  | Programming B-<br>Programming Animations   |  | Year 1   |               | Summer 2  |
|---|--|--|--|--|---------------|---|
| Key Knowledge   |  |  |  | Statutory requirements   |               |   |
| To choose a<br>command for a<br>given purpose   | <ul> <li>I can compare different<br/>programming tools</li> <li>I can find which commands to<br/>move a sprite</li> <li>I can use commands to move a<br/>sprite</li> </ul> |  |  | <ul> <li>understand what algorithms are; how they<br/>are implemented as programs on digital<br/>devices; and that programs execute by<br/>following precise and unambiguous<br/>instructions</li> </ul> |               |   |
| To show that a<br>series of<br>commands can<br>be joined<br>together  | <ul> <li>I can run my program</li> <li>I can use a Start block in a program</li> <li>I can use more than one block by joining them together</li> </ul>                     |  |  | <ul> <li>create and debug simple programs</li> <li>use logical reasoning to predict the behaviour of simple programs</li> </ul>  |               |   |
| To identify the<br>effect of<br>changing a value<br>To explain that<br>each sprite has<br>its own<br>instructions |  | y what happens when I  |  | Key vocabulary   |               |   |
|   | number<br>- I can sa<br>change   |  |  | Spelling   |               | Definition  |
|   |  |  |  | BeeBot   | р             | A robot that can be<br>rogrammed to move<br>ards, backwards and turn<br>left & right.           |
|   | - I can sh   |  |  | Command  |               | mand is an instruction to<br>erform a specific task   |
| To design the<br>parts of a project   | for my p<br>- I can cre<br>sprite  | oose appropriate artwork<br>project<br>eate an algorithm for each<br>cide how each sprite will |  | Sprite   |               | aracter that you can<br>eate on Scratch Jnr   |
|   |  |  |  | Background   | ba            | The image in the<br>ckground (could be<br>I to show the setting)                                |
| To use my<br>algorithm to<br>create a program   | based o<br>- I can tes<br>created<br>- I can us  | d programming blocks<br>n my algorithm<br>st the programs I have<br>se sprites that match my   |  | Block  | Jnr a<br>algo | as are used on Scratch<br>is instructions for the<br>orithm. This is what<br>kes the game work. |
|   | design   |  |  |  |               |   |

## **Possible experiences**

- Use Scratch Jnr online to create your own projects
- Draw your own background for your project and take a photo. Use this as a background image on your project by inserting it as a photo! <sup>(C)</sup>

What are the differences between Bee-Bots and ScratchJr?



