Eversley Primary School– Knowledge Organiser



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

What are the differences between Bee-Bots and ScratchJr?



