KS1 Computing- Programming with ScratchJr

Key question: What can we create with Scratch Jr?

Session 1 Children will begin to develop an understanding of finding Scratch Jr on the iPads. Children will see a demonstration of the ScratchJr program being created that follows precise instructions. During the sequence, they will predict what will happen and afterwards begin adding or editing their own characters and backgrounds.	How do we add a character to ScratchJr? How do we add a background to ScratchJr? What do the blocks do?
Session 2 Children will embed their ability to find ScratchJr on the iPad. Children will create new projects incorporating the programming blocks for grow and shrink, connecting them in sequence.	Can you explain how we make a character grow? Can you explain how we make a character shrink?
Session 3 Children will use the context of an animated car (or cars) travelling a long a road on a city background. They will learning about how movement blocks are combined with blocks to change speed, iterations or repetition to program the cars.	What should a good set of instructions have at the start and end? What block do we need to use to make a character move?
Session 4 In the context of a spaceman's movement floating in space, children use the REPEAT FOREVER block and then the REPEAT block in order to create repetition of an instruction sequence.	Which blocks do we need to use to make the character repeat their movements? What happens when we use the repeat forever block?
Session 5 Children will record animal sounds and then create simple programs to play the recorded sound, when the animal is clicked.	How can we record sound? What codes can we use to play the sound?
Session 6 Children will apply what they have learnt throughout the topic and use a given background and character(s) to create sequences of linked instructions with increasing complexity. They will be able to discuss what is happening at each step.	What can we create with Scratch Jr?

Key vocabulary	Definition
Project	A task to complete
Character	In ScratchJr we call them "Sprites". A character could be an animal/ person etc.
Background	The part of a picture, scene, or design that forms a setting
Repetition	To repeat something over and over
Predict	To have a good guess
Sequence	A particular order in which related things follow each other.
Instructions	An instruction is an order given to a computer processor by a computer program.
Program	A series of coded instructions
Algorithm	A process or set of rules to be followed
Debug	To identify and remove errors from (computer hardware or software).

Progression Strands
Computer Science: KS1 C When looking at a program, children can read code one line at a time and make good attempts to envision the bigger picture of the overall effect of the program.