KNOWLEDGE ORGANISER

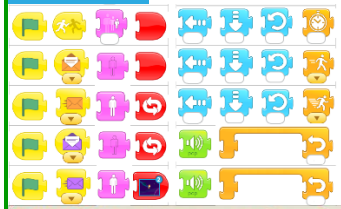
COMPUTING	PROGRAMMING ANIMATIONS	KS1

Cross curricular links

Maths: Sequence events in chronological order using language [for example, before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening]

Position and direction- describe position, direction and movement, including whole, half, quarter and three-quarter turns

Pictures/photos relevant to topic



Key skills

- To be able to find the commands to move a sprite
- To be able to use commands to move a sprite
- To be able to compare different programming tools
- To be able to use sprites that match my design
- To be able to add programming blocks based on my algorithm
- To be able to test the programs I have created

Key Vocabulary/definitions

ScratchJr - A visual programming language designed to introduce programming skills to children

Command - An instruction given by a user to a computer or software to perform a specific task.

Sprite - A sprite is an object or character in Scratch that can be programmed to perform actions based on scripts in a project using blocks.

Blocks - Blocks of code that a student can simply drag into their project in order to create a script.

Key facts

https://www.scratchjr.org/

Can you go onto Scratch Junior and create your own sprite and make it move by making your own algorithm?