Medium Term Plan: Supporting Implementation of LTP/Progression Grid

Subject: Computing – Programming: Introduction to Animation   KS1 Year 1

NC/PoS:
- 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

Prior Learning (what pupils already know and can do)
Understanding giving and following instructions, using floor robots to create and debug programs.

End Points (what pupils MUST know and remember)
- To choose a command for a given purpose
- To oknw that a series of commands can be joined together
- To identify the effect of changing values
- To explain that each sprite has its own instructions

Key Vocabulary
Scratch Jnr, blocks, program, algorithm, sprite,

Recommended Resources:
https://tinyurl.com/KS1-IntroductionToAnimation

Unplugged activities provide possible opportunities for the children to record.

Session 1: Scratch Jnr

Using the recommended resource, children should be able to answer these questions:

What is Scratch Jnr used for? What is a sprite? How can a sprite be changed/used? How can a sprite be compared to the floor robot/bee-bot?

Vocabulary: Scratch Jnr, sprite, floor robot,

Session 2: Blocks

Using the recommended resource, children should be able to answer these questions:

What is a block? Why are there different types of blocks? How can we add blocks together? How can we delete blocks? How do we make a complete program? How do we run our programs?

Unplugged activity – children to be given an example program made of different blocks and they should annotate to explain what each block does.

Vocabulary: blocks, program, algorithm,

Session 3: Complex programs

Using the recommended resource, children should be able to answer these questions:

How do we add/delete sprites? How can we create individual programs for each sprite? Why do some blocks have numbers and what happens when we change them?

Unplugged activity – children to be given two different sprites and to explain what each one will do with the program provided.

Vocabulary: sprites, blocks, program, algorithm

V3 (September 2023)

Session 4: Design

Using the recommended resource, children should be able to answer these questions:

How can we change the background? Can we find sprites that suit our background? How might our sprites move in this scene? What blocks will be needed to create the program? How can we edit the program?

Unplugged activity – children to screenshot their final program and to annotate and evaluate.

Vocabulary: project, sprite, blocks, program, algorithm, debug, background

Future learning this content supports:
The content of this unit will support other units on creating and developing digital programs.