

iProgram: iBlockly Lite Level 2

Course Evaluation Criteria

Y2: We would expect all children in Y2 to attain statements 1-7. If any of statements 8-10 are attained, those pupils are exceeding expectations.

1. Pupils understand that programming is telling a computer what to do.
2. Pupils know that an algorithm is a set of instructions.
3. Pupils know that Blockly is a programming language.
4. Pupils can give an example of a conditional.
5. Pupils understand how to add code to characters on the app Hopscotch.
6. Pupils know what the word Random means.
7. Pupils understand that programming can be used to create pieces of art.
8. Pupils are able to find errors in their code and fix it.
9. Pupils can confidently manipulate their code to change the outcome of their program.
10. Pupils can add extra characters into their program and create their own code for them to follow.

Course Overview

Course overview: This course introduces the pupils to world of Blockly, a simple programming language. They will learn how to use it to create their own code, whilst thinking about conditionals, functions and using randomisation. They will also be challenged in their accuracy in creating and copying code, as well as finding and fixing any errors.

Learning Outcome for the course: Pupils will be able to understand what Blockly is, and confidently use it to code on the Hopscotch app. They will be able to create multiple programs for multiples characters and change the outcome of their code based on multiple conditionals.

ScratchJr



When starting the program, you must always start with the green flag command at the start.

These blocks tells the character which direction to move.

The text blocks add written text to make the characters talk.

Apps Used



A.L.E.X



ScratchJr



Tynker



Hopscotch

Vocabulary Bank

Algorithm

A set of functions or instructions for a computer.

Conditional

WHEN something happens... THEN do the instruction.

Function

The name for an instruction in programming.

Programming

When we tell a computer an instruction to complete.

Blockly

A visual coding language that uses drag and drop.

Random

Information that isn't chosen beforehand.