Knowledge

By the end of this unit of study, pupils will be able to:

One	describe and use instructions to program a character.	◯
Two	program a character to grow and shrink.	◯
Three	use instructions to make characters move at different speeds and distance.	◯
Four	use a repeat instruction to make a sequence of instructions run more than once.	◯
Five	create programs that play a recorded sound.	◯
Six	create programs with a sequence of linked instructions.	◯

tablet   blocks

sprite   sequence
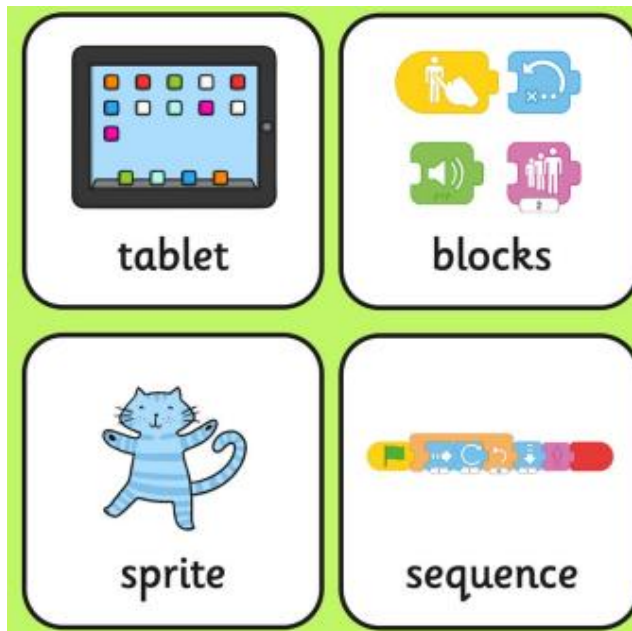
Key Learning

To understand that programs execute by following precise and unambiguous instructions.

To use logical reasoning to predict the behaviour of simple programs.

To create and debug simple programs.

To understand what algorithms are.

To understand how algorithms are implemented as programs on digital devices.

Key Vocabulary

sequence   sprite   blocks   repeat   shrink   bug

debug   record   background   character   programs