The Acorn Partnership

Marston Montgomery Primary School

Long Lane C of E Primary School

New Knowledge

- I know a sequence of commands starts and can identify this.
- I know a sequence if commands has an outcome and can predict this.
- I know how to use a given design to create a program by using the correct blocks.
- I know how to change a design by choosing my own background and character.
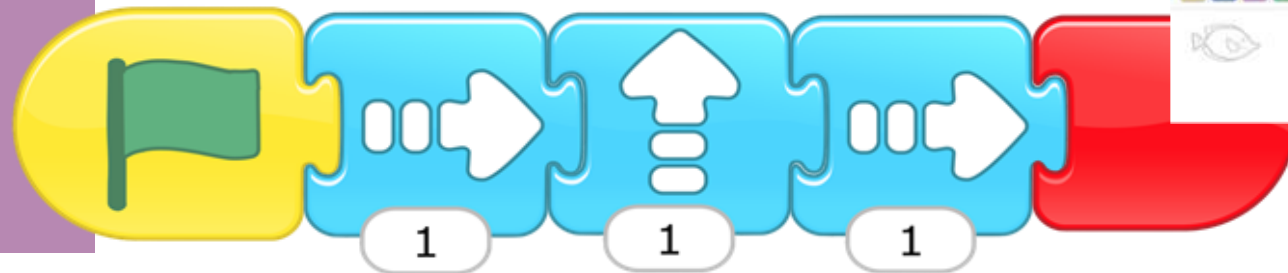- I know how to choose images and create an algorithm to create my own program using my design.

Sticky learning

- I know where commands are and what they do so that I can chose ones to move a sprite.
- I know a series of commands can be joined together in blocks.
- I know some blocks have values and I can change these and say what happens when I do this.
- I know a program can include more than one sprite and can add blocks to each sprite.
- I know how to design and make my own project and create algorithms for it.

Key Vocabulary	
Sequence	Putting things in the right order, one after another.
Command	An instruction that tells the computer what to do.
Program	A set of instructions that make the computer do something.
Run	To make the computer follow the program.
Start	To begin a program or activity.
Outcome	What happens at the end after following the instructions.
Predict	To guess what will happen before it does.
Blocks	Pieces of code that can be joined together, like puzzle pieces, to make a program.
Algorithm	A list of steps you follow to solve a problem.
Modify	To change something to make it better or different.
Change	To make something not the same as it was before.