



The Acorn Partnership

Marston Montgomery Primary School
Long Lane C of E Primary School

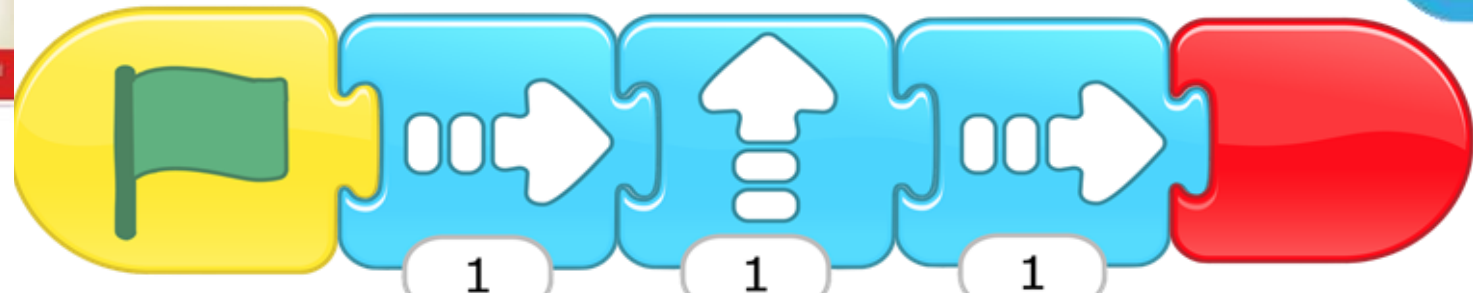
Programming B- Programming animations

Spring 1 2026

Sticky learning

New Knowledge

- 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	
ScratchJr	A computer app where you can make little stories, games, and animations.
Programming	Telling the computer what to do by giving it instructions.
Block	A colourful shape in ScratchJr that gives the computer one instruction.
Joining	Clicking blocks together so they work in order.
Command	A rule or order that tells the computer to do something.
Change	To make something different (like moving a sprite, changing its size, or colour).
Value	A number or amount that tells the computer “how much” or “how many.”
Instructions	Steps you tell the computer to follow.
Program	A set of instructions joined together to make something happen.
Sprite	A character or object you can move, make talk, or animate in ScratchJr.
Algorithm	A list of steps to solve a problem or make something happen.
Programming blocks	Special blocks in ScratchJr that you join together to make a program.