

Lesson 1

To choose a command for a given purpose

ScratchJr, Bee-Bot, command, sprite, compare, programming, programming area



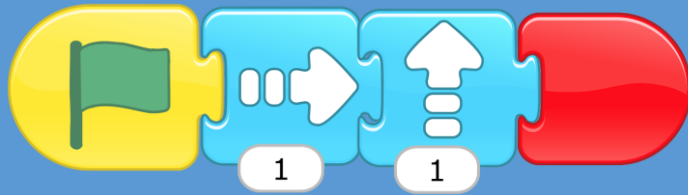
Lesson 2

To show that a series of commands can be joined together

Block, joining, command, Start block, run, program, programming area, predict background, delete, reset, algorithm,



Lesson 3 - To identify the effect of changing a value

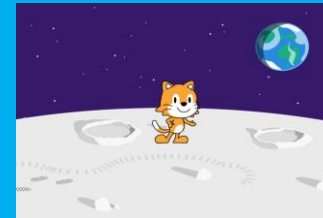


Effect, change, value, block, build

Lesson 4

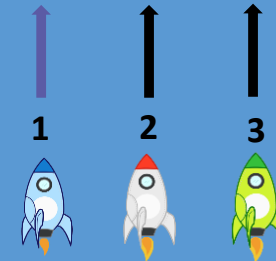
To explain that each sprite has its own instructions

Instructions, sprite, delete, program, algorithm, design



Lesson 5

To design the parts of a project



Sprite, background, appropriate, algorithm

Lesson 6 - To use my algorithm to create a program

Sprite, design, programming blocks, algorithm, programs



Start ≡ ⤴ ↑ 4 End



KS1 Programming B
Summer Term

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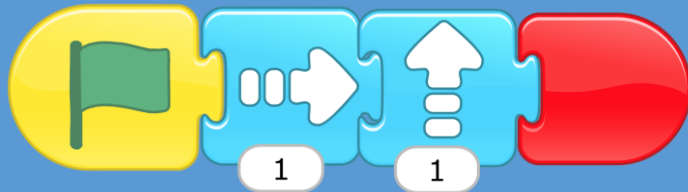
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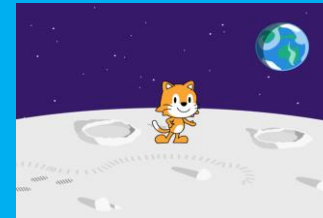


Effect, change, value, block

Lesson 4

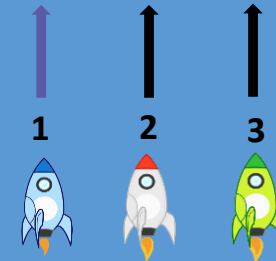
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Year 1 Programming
Summer Term

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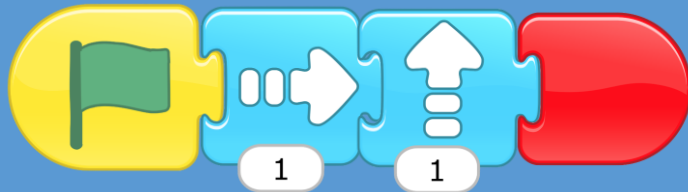
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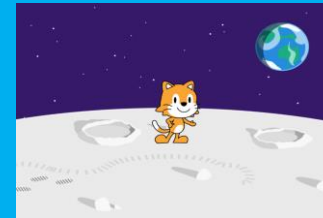


Effect, change, value, block, build

Lesson 4

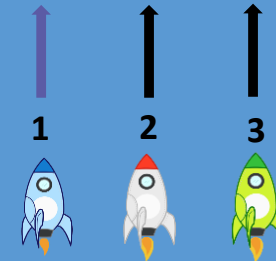
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Year 2 Programming
Summer Term