

My steps through learning:

What I will know and understand

How I will show that I know it

Steps through Learning Computing: Sequencing Sounds



Lesson 5
To know how to change the appearance of my project.

I can create a project with sequences and multiple sprites with costumes.



Lesson 3
To know that a program has a start.

I can create codes starting in different ways.



Lesson 1
To know what a programming environment is.

I can develop my knowledge of scratch.



What should I already know

How to use Scratch Junior including the programming skills

Lesson 6
To know how to create a project from a task description.

I can create a musical instrument in Scratch.



Lesson 4
To know that a sequence of commands can have an order.

I can create my own sequence from a design.



Lesson 2
To know that commands have an outcome.

I can create codes to command a sprite.



National Curriculum:

- Design, write, and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts
- Use sequence, selection, and repetition in programs; work with variables and various forms of input and output
- Use logical reasoning to explain how some simple algorithms work, and to detect and correct errors in algorithms and programs
- Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.