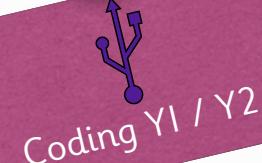
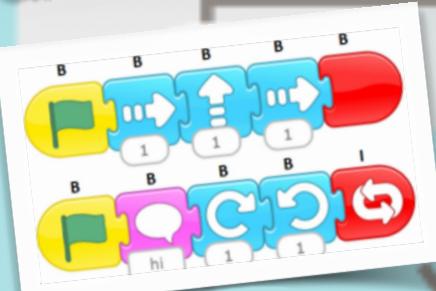


Can you make a cat dance?



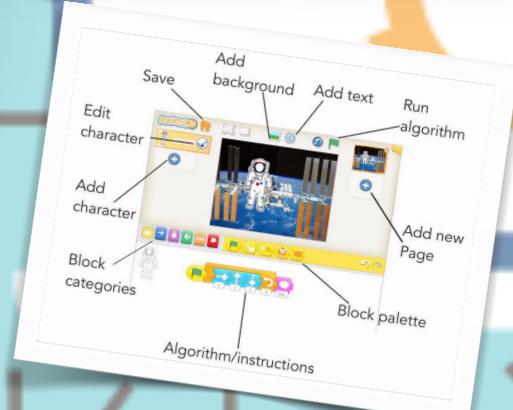
Key learning

- Add and delete sprites (characters).
- Change and add backgrounds.
- Make sprites move different amounts of steps in different directions.
- Use different ways to start the code.
- Add your own sounds to sprites, including ones they record themselves.
- Make Sprites say things.



Comp

- Creat
- Use s



Com

Empowered Learner:

- Achieve a goal given to me using technology with support
- Think of an idea to solve a technology problem



in dev



of step



Coding - Our Learning Journey

Year 1

- Using simple commands to move and change direction
- Editing characters and backgrounds

Year 2

- Using repeat and forever loops
- Put a range of codes together to make a sequence
- Debugging simple programmes

Year 3

- Use commands, for loops and conditionals
- Use different controls and conditionals including when and if
- Use sensors and code them to work in different ways

Year 4

- Create and edit functions
- Include functions in a game on Scratch
- Use logic for conditional commands, including 'else' command

Year 5

- Use comparison and logical operators in a range of programmes
- Create a game using a range of functions, loops, operators and variables
- Begin to use Python to code Micro:Bits

Year 6

- Use variables to keep score in a created game
- Create a game using a range of functions, loops, operators and variables
- Begin to use Python to code Micro:Bits

Key vocabulary

Background	A set of instructions made up of commands for a computer or robot to follow to complete a task
Bug	An error or fault in a programmer that prevents it from running as expected.
Code	The language that we can use to tell a computer what to do.
Coding	Creating, designing and building a computer program to accomplish a goal.
Command	An instruction for the computer.
Debugging	Finding and fixing problems in a computer program or algorithm.
Message	A way to make one sprite move after another has finished a set of commands.
Repeat forever	To keep doing a set of commands until the code is stopped.
Sprite.	A character in Scratch that you can program.