

My Year 1 unit on Moving a Robot, and my unit on Robot Algorithms earlier in Year 2, will help me with this unit.

This unit will help me with my Year 3 units on Sequencing Sounds and Events & Actions.

Key information

Question	Background	Sprite	1. Start on tap	2. Yes or No	3. Stop or change to ___ background?
Who lives here?			Tap cat	Say "No"	Stop
			Tap fish	Say "Yes"	Change to empty room background
Who lives here?			Tap cat	Say "Yes"	Change to jungle background
			Tap fish	Say "No"	Stop

This is a design used to create a quiz question in ScratchJr.

Vocabulary

Run	The starting of a program
Computer Animation	A sequence of moving images
Evaluate	To judge how well something has turned out

Online Safety Focus

- Know that we should save our work with our name so others know it belongs to us

Key Computing Skills and Knowledge

- Know that we use the **blocks of code** to give our **commands**
- Know that the **blocks of code** must be **dragged** into the **programming area** and can be deleted from here
- Know that **blocks of code** can be joined together to make a complete **program**
- Know that **sound** can be added to **programs** in **Scratch Jr**
- Know various ways to **run a program** e.g. clicking on the green flag, clicking on the **sprite** etc
- Know that **end blocks** tell you what will happen at the end of a **program**
- Know that an **outcome** is what happens when the **program** is **run**
- Know how to **predict** the **outcome** of a program
- Know that there are different ways to reach the same **outcome**
- Know how to **save a program** created in **Scratch Jr**
- Know how to **evaluate** a completed project, comparing it to the original design and modifying to improve it