



In EYFS, you learnt:

- why rules are important
- the difference between right and wrong

Key Vocabulary		
ScratchJr	command	effect
Bee-Bot	start block	change
command	run	value
sprite	background	instructions
compare	program	background
programming	delete	appropriate
programming area	reset	design
block	algorithm	
joining	predict	

To move the Sprite to the left I _____.

The Sprite is here because _____.

Bee-Bots and ScratchJr are alike/different because they both _____.

I think you would need _____ programming blocks for this example for the cat sprite.

I think the sprite will _____.

When there are numbers under a block it means _____.

I predict _____ will happen.

I think _____ because _____.

Next time to make my program work I would _____.




Key Facts

- programming blocks are used to tell the computer what you want it to do
- Sprites are objects that can be programmed to do different things
- an algorithm is a precise set of ordered instructions, which can be turned into code
- 'Design' in programming means choosing any sprites that are needed, creating/choosing artwork for the sprites and backgrounds, and writing algorithms