

Events and actions in programs

Construction

Prior Knowledge

Year 3: Programming—sequence in music.

Year 2: Introduction to quizzes, robot algorithms.

Year 1: Introduction to animation.



My Component Knowledge:

Lesson 1: I can explain how a sprite moves.

Lesson 2: I can create a program to move a sprite in four directions.

Lesson 3: I can adapt a program to a new context.

Lesson 4: I can develop my program by adding features.

Lesson 5: I can identify and fix bugs in a program.

Lesson 6: I can design and create a maze-based challenge.

My Composite Knowledge:

I can use a programming tool. I can understand how to manipulate my programming tool using commands.

My Powerful Knowledge:

I am developing my knowledge of programming. I can understand how to program a sprite and adapt and respond to changes.

Key Vocabulary

Tier 1: event, actions, test, setup, scratch

Tier 2: design, motion, sprite, program

Tier 3: algorithm, logic, debug



What is a sprite? How does it move?

How can I add features?

How can I debug my program?

