Sequencing sounds
Environment

Key Vocabulary

Tier 1: scratch, bug, debug, blocks, code

Tier 2: commands, sprite, costume, stage, backdrop, design, sequence

Tier 3: programming, algorithm

Prior Knowledge

Year 2: Robot algorithms, an introduction to quizzes.

Year 1: Moving a robot, introduction to animation.

Where next? Future learning

Year 3: Programming— events and actions.

Year 4: Repetition in shapes, repetition in games.

Year 5: Selection in physical computing, selection in quizzes.

Year 6: Variables in games, sensing.

My Component Knowledge:

Lesson 1: I can explore a new programming **environment.**

Lesson 2: I can identify that commands have an outcome.

Lesson 3: I can explain that a program has a start.

Lesson 4: I can recognise that a sequence of commands can have an order.

Lesson 5: I can change the appearance of my project.

Lesson 6: I can create a project from a task description.

My Composite Knowledge:

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

My Powerful Knowledge:

I can understand the concept of sequencing, using scratch. I understand the purpose of programming.

What does programming mean?

What does sequencing mean?

How can commands change my project?