



Topic:

Scratch Quizzes Cycle A
Summer 1 Y1/2

Did you know ...
Scratch Junior can't read your mind! You must tell it exactly what to do using code blocks. It only does what you tell it to.
The number on the move block doesn't mean fast – it means far! Try it out and see how far it goes.



Career links

Game designer - Introduce pupils to the concept of game development and how coding is used to create games.

New Vocabulary

Sequence	shows the order in which things happen.
Command	A single instruction that tells the character to do something.
Script	A line of blocks joined together to make something happen.
Start block	The block that makes the code begin (like the green flag or tap block).

Helpful hints

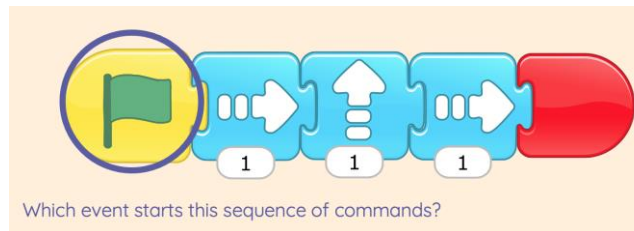
Think of your questions and answers before you start coding. It helps everything make sense.

Code one thing at a time.

Check your blocks – are they in the right order?

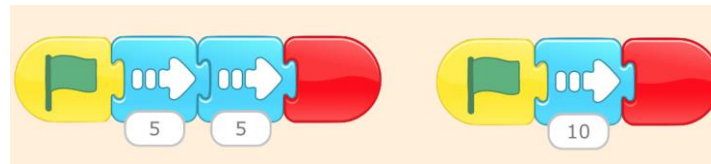
New Knowledge

A sequence of commands has a start. All programs in Scratch Jr need a block to start them.
Just like activities in the real world, programs start with an event.



When you do something, there is an outcome like when you clap your hands, you make a noise. When you kick a football, the football moves etc.

Sometimes programs use different blocks but produce the same outcome.



We can choose backgrounds and characters for our designs.

Prior Learning

In Early Years:

Pupils used BeeBots in the provision, describing their buttons and movements.

In Year 1/2, pupils learnt:

Programming is when we make a set of instructions for computers to follow.

An **algorithm** is a list of step-by-step instructions to follow to complete a task or solve a problem.

The steps in an algorithm need to be in the right order. We can think of everyday examples, like putting on your jumper before your coat!