

## <u>Programming – Sequencing Sounds</u>



Key Question/What will I learn by the end?

Lesson 1 - Introduction to scratch

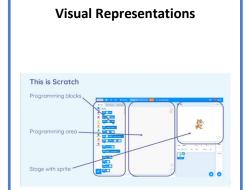
**Lesson 2 – Programming sprites** 

Lesson 3 – Sequences

**Lesson 4 –Ordering commands** 

Lesson 5 - Looking good

Lesson 6 - Making an instrument



## **Concept Links/Prior Knowledge**

• Year 2- To know that when a computer is doing something, it is following instructions called 'code'. Know and recognise which photos have been changed. To know that there are different forms of digital content, i.e. text, image, video and audio. To know that we can use different types of media to convey information, e.g. text, image, audio, video.

## **Cross-curricular Links**

Links to our topic 'Heroes and Villains' – Making our storyboard based on the Greek myths that we have been reading in English or based on our history, the Iron age.

Sticky Learning		Vocabulary (incl. equipment)	
New Knowledge  • Know why we have strong passwords and manage them so that they remain confidential  • Know that they must follow a set of instructions accurately for a code to be	New Skills  To draw a square, rectangle and other regular shapes on screen, using commands. To be able to write more complex programs.	Previous  Programming Creating media software Save Keyboard Mouse Computer	New  Coding Commands Sequence Instructions
successful  • Know that users can develop their own programs, and can demonstrate this by creating a simple program in an environment that does not rely on text.	Create simple sequences and debug them successfully.	Desktop	

## **Computer Safety (as relevant to unit)**

Children to be aware of what websites they are using and only use appropriate search engines like 'Kiddle'.