

## Summer 2 Year 1- Programming Animations

### Computing Concepts



Presentation

**Presentation**  
Expressing ideas



Systems

**Systems**  
Knowing how to create and use programmes



Digital world

**Digital World**  
Knowing how to use a range of technology

### Curriculum Objectives

- Understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions
- Create and debug simple programs
- Use logical reasoning to predict the behaviour of simple programs

### Learning Overview

Learners will be introduced to on-screen programming through ScratchJr or 2Code. Learners will explore the way a project looks by investigating sprites and backgrounds. They will use programming blocks to use, modify, and create programs. Learners will also be introduced to the early stages of program design through the introduction of algorithms.

Lessons will cover:

- Comparing tools
- Joining Blocks
- Make a change
- Adding sprites
- Project design
- Follow my design

