



# St. Francis Xavier's RC Primary School

## Computing Unit Guidance and Formative Assessment

<b>Year Group:</b>	<b>1 Autumn term</b>	<b>Subject:</b>	<b>Computing</b>
<b>Unit:</b>	Coding using Scratch Junior	<b>Prerequisite Learning and Curriculum Links</b>	EYFS: Technology- complete a simple program on the computer, using Beebots (physical coding)  <b>Curriculum Links in Current Year Group</b> Maths- prepositional language

<b>ROCKS (Remembering Our Curriculum Knowledge and Skills)</b>	
Select a suitable character (sprite) and background	<b>Online Safety</b> Reporting concerns to an adult Using appropriate images SMART rules
Use a sequence of simple, unambiguous instruction blocks	
Understand the function of 'repeat' and 'repeat forever' blocks	
Use logical reasoning to predict the behaviour or simple programs	
<b>Progressive Journey:</b>	<b>Skills:</b>
Children familiarise themselves with Scratch Junior software Open a new program Change background and select a sprite, discussing the appropriateness Alter the size of the sprite using specific commands using 'grow' and 'shrink' blocks Use 'repeat' and 'repeat forever' blocks to program a car to move, speed up and slow down Include speech bubbles to add sound or text to a sprite Introduce 'wait' blocks and understand the effect of this on the program	Opening, saving and retrieving work Select characters and backgrounds appropriate for the task Understand the purpose and function of algorithms Sequence blocks and instructions Use unambiguous commands Match blocks/ commands with their function Predict the behaviour of programs or simple instructions Begin to add multimedia (such as sounds) to programs
<b>Key Vocabulary</b> Code, program, algorithm, instruction, unambiguous, clear, sprite, background, move, direction, grow, shrink, repeat, forever, command, predict, sequence, speech bubble, wait, effect, above, below, next to, left, right, movement, suitable	