



St. Francis Xavier's RC Primary School

Computing Unit Guidance and Formative Assessment

Year Group:	2 Summer	Subject:	Computing
Unit:	Coding using Scratch Junior	Prerequisite Learning and Curriculum Links	EYFS: Technology- complete a simple program on the computer, using Beebots (physical coding) Y1: Coding- program a single moving character Curriculum Links in Current Year Group Maths- prepositional language

ROCKS (Remembering Our Curriculum Knowledge and Skills)	
Program multiple sprites to move within one setting	Online Safety Reporting concerns to an adult Using appropriate images Keeping personal information private
Use movement, sound and text commands	
Code a sequenced program, such as characters replying to each other	
Debug simple programs	
Progressive Journey:	Skills:
Watch and evaluate a story on Scratch Junior Create a background (farmyard) with appropriate sprites (animals) Edit background colour and texts Program the sprites to appear/ disappear Introduce new characters with individual movements and scripts Use direction, movement and repeat blocks Program sprites to move in sequence and simultaneously Sprites 'send messages' to each other within one program	Opening, saving and retrieving work Select and edit characters and backgrounds appropriate for the task Sequence blocks and instructions for multiple sprites Program multiple sprites within one program Use unambiguous commands and debug problems Match blocks/ commands with their function Predict the behaviour of programs or simple instructions Include multimedia within scripts
Key Vocabulary 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, sprite 1, sprite 2, simultaneously, message, send, receive, reply	