Medium Term Plan: Supporting Implementation of LTP/Progression Grid

Subject: Computing – Programming: An Introduction to Quizzes   Year: KS1 – Year B – Summer

NC/PoS:
- 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
- Use technology purposefully to create, organise, store, manipulate and retrieve digital content

Prior Learning (what pupils already know and can do)
Understanding giving and following instructions, using floor robots to create and debug programs, creating a sequence of commands to follow a routed, using Scratch Jnr to create a program using blocks,

End Points (what pupils MUST know and remember)
- To explain that a sequence of commands has a start
- To explain that a sequence of commands has an outcome
- To create a program using a given design
- To change a given design
- To create a program using my own design
- To decide how my project can be improved

Key Vocabulary: sequence, command, program, predict, blocks, run, sprite, algorithm, design, project, modify, change

Recommended resources:
https://tinyurl.com/ks1-introductiontoquizzes

Session 1: Sequencing

What is the purpose of the green flag? How do we know what the outcome of a program will be? Can we create a different program that has the same outcome? How can we change the outcome? Can we move the sprite so that it interacts different with a given background?

Vocabulary: sequence, command, program, predict, blocks, run

Session 2 Designing

What do we need the green flag for? How else can we start our programmes? Which blocks are needed to add speech? How can we change the background in Scratch Jnr during a program? Can we create a program to show the change in seasons? Which blocks will we need to use?

Vocabulary: sprite, algorithm, blocks, design, sequence, predict, project, modify, change

Session 3: Creating a Quiz

How might we create a quiz using Scratch? What will we need to include in our program to make our quiz successful? How can we make our quiz more complex? How can test our quiz? How can our peers help us to evaluate our quiz? How can use feedback to improve our quiz?

Vocabulary: sprite, algorithm, blocks, design, sequence, predict, project, modify, change

Future learning this content supports:
The content of this unit will support other units on using a program to develop a quiz.