

# Objectives

Lesson	Title	NC Links	Objectives	Vocabulary	Cross-Curricular Links	Success Criteria
2.2.1	iSequence	<ul style="list-style-type: none"> <li>★ To understand what algorithms are; how they are how implemented as programs on digital devices</li> </ul>	<ul style="list-style-type: none"> <li>★ To understand that an algorithm is a process that consists of a series of steps that achieves a specific goal</li> <li>★ To understand algorithms can describe everyday activities and can be followed by humans and computers</li> </ul>	Algorithm; instructions; sequence; input; output	<ul style="list-style-type: none"> <li>★ D&amp;T</li> <li>★ English</li> </ul>	<ul style="list-style-type: none"> <li>★ The children can sequence a set of instructions for making a sandwich</li> </ul>
2.2.2	iInstruct	<ul style="list-style-type: none"> <li>★ To understand what algorithms are; how they are how implemented as programs on digital devices</li> <li>★ To create and debug simple programs</li> </ul>	<ul style="list-style-type: none"> <li>★ To understand that algorithms are made up of steps</li> <li>★ To know that steps can be repeated</li> <li>★ To understand that computers need more precise instructions than humans do</li> </ul>	Instructions; steps; order; repeat; forward; back; left; right	English	<ul style="list-style-type: none"> <li>★ The children create a sequence of instructions for a dance routine</li> <li>★ The children add repeat instructions for their routines</li> </ul>
2.2.3	iMonster	<ul style="list-style-type: none"> <li>★ To understand what algorithms are; how they are how implemented as programs on digital devices</li> </ul>	<ul style="list-style-type: none"> <li>★ To use digital drawing tools (Scratch) to create images</li> </ul>	Cut; paste; undo; redo; copy; sprite	Art/Design	<ul style="list-style-type: none"> <li>★ The children draw their own monster sprite using Scratch software</li> </ul>
2.2.4	iMove	<ul style="list-style-type: none"> <li>★ To understand what algorithms are; how they are how implemented as programs on digital devices</li> <li>★ To create and debug simple programs</li> <li>★ To use technology purposefully to create, organise, store, manipulate and retrieve digital content</li> </ul>	<ul style="list-style-type: none"> <li>★ To program a simple animation involving movement</li> </ul>	Input; output; statement; move; negative; steps; sprite	Maths	<ul style="list-style-type: none"> <li>★ The children create a simple animation where their sprite moves on the stage</li> </ul>
2.2.5	iSpeak	<ul style="list-style-type: none"> <li>★ As Above</li> </ul>	<ul style="list-style-type: none"> <li>★ To write a simple program that produces an output (text)</li> </ul>	Duplicate; wait	English	<ul style="list-style-type: none"> <li>★ The children program two sprites to talk to each other using 'say' blocks</li> </ul>
2.2.6	iCreate	<ul style="list-style-type: none"> <li>★ As Above</li> </ul>	<ul style="list-style-type: none"> <li>★ To combine images and text to create a simple animation</li> </ul>	Edit; undo; redo	Art/Design	<ul style="list-style-type: none"> <li>★ The children make a simple animation which has a background and sprites moving and talking</li> </ul>