

# Objectives

Lesson	Title	National Curriculum Links	Objectives	Vocabulary	Success Criteria
3.2.1	iMove	<ul style="list-style-type: none"> <li>* design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems: solve problems by decomposing them into smaller parts</li> <li>* use sequence, selection, and repetition in programs; work with variables and various forms of input and output</li> <li>* use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs</li> </ul>	<ul style="list-style-type: none"> <li>* To understand that a program is a sequence of statements written in a programming language (Scratch)</li> <li>* To program an animation that executes a sequence of statements</li> </ul>	sprite; blocks; programming; coordinates; up; down; right; left; if (conditional statement)	<ul style="list-style-type: none"> <li>* The children program sprites to move on screen</li> </ul>
3.2.2	iExplore		<ul style="list-style-type: none"> <li>* To understand that computer programs containing graphics use x y coordinates and turns are measured in degrees</li> </ul>	Sprite; up; down; left; right; x; y; axis; coordinates;	<ul style="list-style-type: none"> <li>* The children program sprites to move using coordinates</li> </ul>
3.2.3	iAnimate		<ul style="list-style-type: none"> <li>* To program a sequence of instructions that create visual effects</li> </ul>	sequence; animate; repeat; loop	<ul style="list-style-type: none"> <li>* The children program sprites to change costume</li> </ul>
3.2.4	iMake Music		<ul style="list-style-type: none"> <li>* To import, create and record sounds</li> <li>* To understand that algorithms and programs can involve repetition</li> </ul>	Import; record; animate; repeat; loop	<ul style="list-style-type: none"> <li>* The children program sprites to move to music</li> </ul>
3.2.5	iShape Up		<ul style="list-style-type: none"> <li>* To predict the outcome of a simple algorithm</li> <li>* To use a repeat function to draw a 2D shape</li> </ul>	2D; pen; degrees; turn	<ul style="list-style-type: none"> <li>* The children use the pen tool to draw shapes</li> </ul>
3.2.6	iCreate		<ul style="list-style-type: none"> <li>* To import pictures from a computer and/or the internet</li> <li>* To combine images, sounds and movement to create a personal animation</li> </ul>	Import; internet; image	<ul style="list-style-type: none"> <li>* The children combine sound, motion and images to create an animation about themselves</li> </ul>