



Prior Learning	
<p>This unit will build on the knowledge and skills learned in KS1. Prior learning will be knowledge of how to use some of the coding blocks on Scratch to code a sprite and a background.</p>	
Key vocabulary for this unit	
condition if statement variable debug loops	
Learning Sequence	
Exploring variables and conditions	<ul style="list-style-type: none"> To explore how variables and if statements are used in Scratch by identifying their purpose in a game.
Using conditions and sensors	<ul style="list-style-type: none"> To use conditions and sensors to control what happens in a Scratch game.
Planning a game	<ul style="list-style-type: none"> To create a variable to keep a score.
Programming a game	<ul style="list-style-type: none"> To combine variables, if statements and sensors to program a multiplication game.
Evaluating a game	<ul style="list-style-type: none"> To debug and evaluate a game by identifying and fixing errors.
Research	<ul style="list-style-type: none"> To be able to navigate around the Internet to find appropriate information.
Assessment milestones	
<ul style="list-style-type: none"> To tinker with an existing code, recognising the relationship between what is happening in the programme and the written code. To create loops to make code more efficient To begin to use variables and conditional statements. To begin to spot errors in code. 	