



Computing		Year 2	
Focus: Programming quizzes			
Age related vocabulary			
amend	To change or add something (to an algorithm)	precise	Clear instructions
predict	To say what is going to happen next		

Carlton Assessment Grid			
Success Criteria	Pupil Reflection		Teacher Assessment
I can identify the start of a sequence	Before <input type="checkbox"/>	After <input type="checkbox"/>	
I can predict the outcome of a sequence	Before <input type="checkbox"/>	After <input type="checkbox"/>	
I can build a sequence using the blocks that I need	Before <input type="checkbox"/>	After <input type="checkbox"/>	
I can design and build my own sequence	Before <input type="checkbox"/>	After <input type="checkbox"/>	
I can amend and improve my own sequence	Before <input type="checkbox"/>	After <input type="checkbox"/>	

Key Knowledge

Scratch Jr is an app we use on computers and iPads to program animations like games, stories and quizzes.

In Scratch Jr we can create sequences. A sequence starts with a green flag block and ends with a red block. We read a sequence from left to right like a sentence.

