



Computing		Year 2	
<b>Focus: Programming quizzes</b>			
Age related vocabulary			
<b>code</b>	A set of step by step instructions that tells a computer what to do	<b>blocks</b>	Puzzle piece shapes that are used to create code in Scratch
<b>outcome</b>	The way something turns out/consequence		

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 of commands	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 evaluate, and amend if needed, my sequence against my plan	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.

You snap together blocks making sequences which make sprites move and make sound and change backgrounds.

