

Year 2 Computing Collectable





Introduction to Quizzes



Run

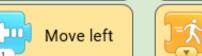




Move up















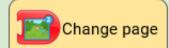
Shrink













Outcome is the same



This unit recaps on learning from the Year 1 Scratch Junior unit 'Programming B - Programming animations'. The children begin to understand that commands have a sequences and then they use their prediction skills. They use and modify designs to create their own quiz questions in ScratchJr and realise these designs in ScratchJr using blocks of code.

Vocabulary

Debug - find and fix the error

Sequence - the order of the program

Command - the instruction

Outcome - what happens when the program runs

Sprite - character



Summer

Autumn

Winter







