



## Introduction to Quizzes



Run



Green flag to start program



Move up



Shrink



Move down



Grow



Move left



Set speed



Move right



Stop



Turn right



Start on tap



Say Hi



Change page



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

Spring



Summer



Autumn



Winter

