

Programming B

EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	<p>Programming Animations Designing and programming the movement of a character on screen to tell stories.</p>	<p>Programming Quizzes Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.</p>	<p>Events and Actions in Programs Writing algorithms and programs that use a range of events to trigger sequences of actions.</p>	<p>Repetition in Games Using a block-based programming language to explore count-controlled and infinite loops when creating a game.</p>	<p>Selection in Quizzes Exploring selection in programming to design and code an interactive quiz.</p>	<p>Sensing Movement Designing and coding a project that captures inputs from physical devices</p>
Key Vocabulary	Key Vocabulary	Key Vocabulary	Key Vocabulary	Key Vocabulary	Key Vocabulary	Key Vocabulary
	ScratchJr, command, sprite, compare, programming, area, block, joining, start, run, program, background, delete, reset, algorithm, predict, effect, change, value, instructions, design.	sequence, command, program, run, start, outcome, predict, blocks, design, actions, sprite, project, modify, change, algorithm, build, match, compare, debug, features, evaluate, decomposition, code.	motion, event, sprite, algorithm, logic, move, resize, extension block, pen up, set up, pen, design, action, debugging, errors, setup, code, test, debug, actions.	Scratch, programming, sprite, blocks, code, loop, repeat, value, infinite loop, count-controlled loop, costume, repetition, forever, animate, event block, duplicate, modify, design, algorithm, debug, refine, evaluate.	Selection, condition, true, false, count-controlled loop, outcomes, conditional statement, algorithm, program, debug, question, answer, task, design, input, implement, test, run, setup, operator.	Micro:bit, MakeCode, input, process, output, flashing, USB, trace, selection, condition, if then else, variable, random, sensing, accelerometer, value, compass, direction, navigation, design, task, algorithm, step counter, plan, create, code, test, debug.