



Year 1 Computing

Scratch Junior—Robot Maze Game

Key Knowledge:

I know how to create a simple program on a digital device e.g. Bee Bot or tablet

I know how to use sequence in programs

I know how to locate and fix bugs in my program

D - Design: Pupils start to discuss the desired outcome for their project and are given time to tinker with the software before planning what they will do to achieve their outcome.

A - Apply: Pupils are given the opportunity to create, make and produce content using the app or software explored in the Design lesson.

R - Refine: Pupils spend time considering ways to modify and improve their projects to get the best results possible.

E - Evaluate: Upon completing their desired outcome, pupils are given the opportunity to reflect and consider how effectively they have achieved their goal.

S - Share: Learners are given the opportunity to publish and exhibit their work to the world embedding skills from the Digital Literacy curriculum.



Key Vocabulary:

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Algorithm, sequence, order, bug, fix, precise, Digital, program, follow, code, bugs, fix, order, ScratchJr