



Jerry Clay Academy
Subject Unit Overview

Subject: Computing Year Group: 2 Term: Autumn 1

Core Learning of This Unit: We are Astronauts.

- Plan a sequence of instructions to move sprites in ScratchJr
- Create, test and debug programs for sprites in ScratchJr
- Work with input and output in ScratchJr
- Use repetition in their programs
- Design costumes for sprites.

Prior Learning:

Pupils programmed Blue-Bots in Unit 1.1: We are treasure hunters

Pupils programmed on-screen in ScratchJr in Unit 1.5: We are rhythmic.

National Curriculum Statements:

- Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions
- Create and debug simple programs
- Use logical reasoning to predict the behaviour of simple programs.

Key Vocabulary:

- Algorithm
- Abstraction
- Bug
- Code
- Debug
- Event
- Input
- Output
- Parallel processing
- Program
- Repetition
- Scratch
- Sprite

Significant People

- Possible link to the NCMME? Resources, map and algorithm to link to the coal mine?