	Year 1 Computing — Programming animations						
	Vocabulary		Knowledge				
Sprite	A programmable character or object in Scratch		Sprites and backgrounds:				
Background	The setting or scenery behind the sprites		The sprites are programmable characters or objects that can move and be programmed to complete a task.				
Sequence	The order in which actions or events occur	°,→°	The backgrounds can be used to provide the setting for the animation . We can use event blocks to make the sprites mov forwards, backwards, up or down. The sprites can also be changed by their costume to animate it.				
Algorithm	A step by step set of precise instructions to complete a task						
			Sequencing and algorithms:				
Block	A visual command in Scratch that tells the sprite what to do		An algorithm is a set of step-by-step instructions to make something happen.				
Loop	A block that repeats actions multiple times	D	We can create simple sequences of instructions to make the sprites move. Actions must happen in the correct order to achieve the desired animation.				
Action	A specific movement or change performed by a sprite		Loops can be used in our algorithms to repeat the action multiple times. The use of the event blocks will trigger actions in the program. Planning:				
Animation	A series of actions that make the sprite move or change		It is important to plan the animation before creating it. We need to decide which sprites, backgrounds and actions to use.				
Debug	Correct a problem when something in the animation does not work		Once the animation has been created, we need to test the animation to see if it works as intended in our plan.				
Input	Information or actions given to the program		If we find errors in our program, it is important to debug it. This happens by identifying and fixing errors in sequences or actions.				

	Quiz at home		
Ask your partner the qu	Ask your adult to look at the KO.		
How do we fix a problem in t	he algorithm?	The scenery or setting	Quiz them using the vocabulary
What is a sprite	?	Makes a sprite move forwards, backwards, up or down	and knowledge section or the quiz questions.
What happens if you use a	loop block?	By debugging the program	• Can they beat your score?
What does the move bl	ock do?	The action repeats	Can they beat your score:
		·	• Can they score more than 5? 10?
What is a backgrou	ınd?	A programmable character or object	-? -? -?
BIG Questions		Beat the Adult Your teacher can give 10 facts in 3 minutes about this top	
 Why is it important to follow instructions in the correct sequence? How can you tell a story using your sprites and actions? How can programming animations help you learn? Can you think of a real-life situation that we can create on Scratch? 		How many can you give to your partner?	P CAR
Fill the gaps	Creative Tasks	Word search — Can you find all the	e words?
 The instructions we give a sprite are called a Fixing mistakes in your animation is called 	 Create your own sequence using Scratch blocks. Animate your sprite to create a dance party! 	B A C K G R O U N D F X F Y S E Q U E N C E H X B Z D E B U G H L R L R L I G Y V F R W O I T T O H A V Q F W B O A G T	Action Animation Background Block
3. The area where your animation happens is called the	 Build a garden animation using the backgrounds and different sprites! 	C A C T I O N V P D C U K Q A N I M A T I O N V U L S P R I T E Q G D D	Debug Loop Sequence
Debugging stage algorithm			Sprite

Enquiry Loops How can we improve this algorithm?	
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