



Respect, Believe, Achieve

Year 1

Simple Movement and Inputs

Computer Science

Key Words

algorithm	A list of step by step instructions. (e.g. pick up toothbrush, open mouth, brush teeth)
block code	Instructions computers can understand, designed to look like blocks that click together.
input	Something which sends a signal to a computer. (e.g. mouse, keyboard, light sensor)
debug	Find and fix a mistake in the instructions.
run	Make the program start following the instructions.
command	An instruction that a computer understands.

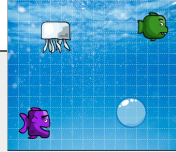
What do I already know?

- I can use a keyboard, mouse or touch screen.
- I can press the buttons in the correct order to make my robot do what I want.
- I can begin to use software/apps to create movement and patterns on a screen.
- I can begin to predict what will happen for a short sequence of instructions.

Our Learning Steps

1. Movement

I will use the move command and the direction command to make objects move under the sea when I run the code.



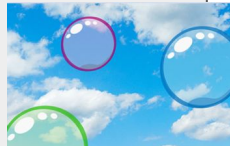
2. Using the Mouse

I will use clicks to tell objects when to move.



3. Making a Game

I will use movement and clicks to make a fun game.



4. Tell a story

I will animate my class story. I will then change the story events.



5. Debugging

I will fix code from the games I have explored.



6. Assessment: Tell A Story

I can make all objects move. I can plan events. I can select objects to stop. My animation fits my story.

