Year 2 Computing & ICT Knowledge Organiser Summer 2 Programming Quizzes

1. Recap ScrathJr
- In Scratch Jr. we can stack blocks together side by side in order to create sequences.
- Start blocks are yellow & are used to start/ run programs.
- End blocks are red. These are used to end your program.

2. Using a design
- Every sequence of commands has an outcome. A result.
- Programming block in different ways can change the outcome

3. Changing a design
- We need multiple sprites for the user to select from.
- To add new sprites, we choose the + option

4. Designing and creating a program
- We can create simple quizzes in Scratch jr. where the user can select an answer by clicking on a sprite. An outcome occurs when the sprite is clicked.
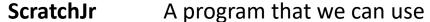
5. Evaluating
- Sometimes, things don't work exactly how we want them to the first time. This may be a problem with our algorithm, or we could have made a mistake in our programming.

Key Vocabulary

Programming	To make a set of instructions for computers to fiollow
ScratchJr	A program that we can use to code programs using a series of command blocks.
Block	A structure of code that is grouped together
Debugging	Finding and fixing errors in a source code
Sprite	Images on a computer program screen that can be controlled
Command	A specific instruction given to a computer program