

3	3	Programming A - Sequencing sounds	1	-To explore a new programming environment	<ul style="list-style-type: none"> <li>-I can explain that objects in Scratch have attributes (linked to)</li> <li>-I can identify the objects in a Scratch project (sprites, backdrops)</li> <li>-I can recognise that commands in Scratch are represented as blocks</li> </ul>
3	3	Programming A - Sequencing sounds	2	-To identify that commands have an outcome	<ul style="list-style-type: none"> <li>-I can choose a word which describes an on-screen action for my plan</li> <li>-I can create a program following a design</li> <li>-I can identify that each sprite is controlled by the commands I choose</li> </ul>
3	3	Programming A - Sequencing sounds	3	-To explain that a program has a start	<ul style="list-style-type: none"> <li>-I can create a sequence of connected commands</li> <li>-I can explain that the objects in my project will respond exactly to the code</li> <li>-I can start a program in different ways</li> </ul>
3	3	Programming A - Sequencing sounds	4	-To recognise that a sequence of commands can have an order	<ul style="list-style-type: none"> <li>-I can combine sound commands</li> <li>-I can explain what a sequence is</li> <li>-I can order notes into a sequence</li> </ul>
3	3	Programming A - Sequencing sounds	5	-To change the appearance of my project	<ul style="list-style-type: none"> <li>-I can build a sequence of commands</li> <li>-I can decide the actions for each sprite in a program</li> <li>-I can make design choices for my artwork</li> </ul>
3	3	Programming A - Sequencing sounds	6	-To create a project from a task description	<ul style="list-style-type: none"> <li>-I can identify and name the objects I will need for a project</li> <li>-I can implement my algorithm as code</li> <li>-I can relate a task description to a design</li> </ul>