

1	6	Programming B - Programming animations	1	-To choose a command for a given purpose	-I can compare different programming tools - I can find which commands to move a sprite - I can use commands to move a sprite -I can run my program
1	6	Programming B - Programming animations	2	-To show that a series of commands can be joined together	- I can use a Start block in a program - I can use more than one block by joining them together
1	6	Programming B - Programming animations	3	-To identify the effect of changing a value	-I can change the value - I can find blocks that have numbers - I can say what happens when I change a value -I can add blocks to each of my sprites
1	6	Programming B - Programming animations	4	-To explain that each sprite has its own instructions	- I can delete a sprite - I can show that a project can include more than one sprite
1	6	Programming B - Programming animations	5	-To design the parts of a project	-I can choose appropriate artwork for my project - I can create an algorithm for each sprite - I can decide how each sprite will move
1	6	Programming B - Programming animations	6	-To use my algorithm to create a program	-I can add programming blocks based on my algorithm - I can test the programs I have created - I can use sprites that match my design