# Events and actions in programs    Construction

## Prior Knowledge

**Year 3:** Programming—sequence in music.

**Year 2:** Introduction to quizzes, robot algorithms.

**Year 1:** Introduction to animation.

**Where next? Future learning**

**Year 4:** Repetition in shapes, repetition in games.

**Year 5:** Selection in physical computing, selection in quizzes.

**Year 6:** Variables in games, sensing.

## Key Vocabulary

**Tier 1:** event, actions, test, setup, scratch

**Tier 2:** design, motion, sprite, program

**Tier 3:** algorithm, logic, debug

## My Component Knowledge:

Lesson 1: I can explain how a sprite moves.

Lesson 2: I can create a program to move a sprite in four directions.

Lesson 3: I can adapt a program to a new context.

Lesson 4: I can develop my program by adding features.

Lesson 5: I can identify and fix bugs in a program.

Lesson 6: I can design and create a maze-based challenge.

## My Composite Knowledge:

I can use a programming tool. I can understand how to manipulate my programming tool using commands.

## My Powerful Knowledge:

I am developing my knowledge of programming. I can understand how to program a sprite and adapt and respond to changes.

What is a sprite? How does it move?

How can I add features?

How can I debug my program?

SCRATCH