

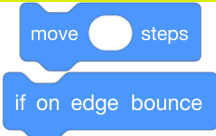
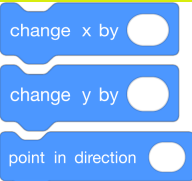



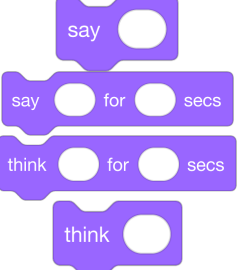
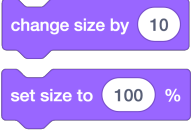
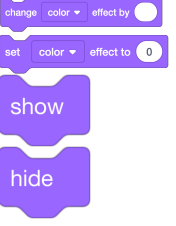

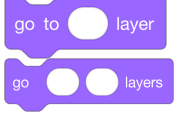

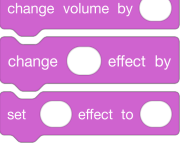
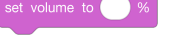
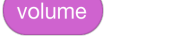

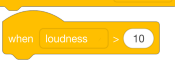
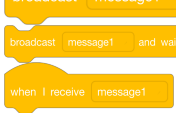
# Scratch Blocks

This table is provided as a guide only and should be adapted to suit the individual needs of your pupils to secure appropriately paced progression.

iCompute starts programming with Scratch at Year 2. Year 1 programming units, focus on securing understanding of algorithms through imaginative unplugged activities, programming physical systems (programmable toys) and simple programming using age-appropriate free software applications.

Whilst computer programming constitutes a part of the National Curriculum for Computing at Key Stage 1 and Key Stage 2, it is only one aspect of it. Pupils have a statutory entitlement to be taught all aspects of the computing curriculum. Further details can be found in our Curriculum Guide.

Each year inherits preceding years' blocks. Zoom to see detail.

	Year 2	Year 3	Year 4	Year 5	Year 6
motion					
looks					
sound					
events					



# Scratch Blocks

	Year 2	Year 3	Year 4	Year 5	Year 6
<b>control</b>	wait until	repeat forever stop all	if then repeat until	if then else when I start as a clone create clone of myself delete this clone	if then if then else else repeat 10
<b>pen</b>		pen up pen down set pen color to erase all	change pen color by 10 change pen size by 1 set pen size to 1 stamp	set pen brightness to 50 set pen transparency to 50	set pen saturation to 50
<b>sensing</b>		ask and wait answer	touching edge? touching color? touching mouse-pointer? color is touching? key pressed?	distance to mouse-pointer mouse x mouse y loudness timer reset timer	mouse down? backdrop # of Stage current year days since 2000
<b>operator</b>			+ - * / join apple banana	and > 50 < 50 = 50 pick random 1 to 10	or not
<b>My Blocks</b>				Video Sensing WeDo 2.0	

