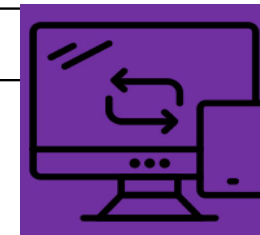




Objectives and Sticky Knowledge



Previous Knowledge Recap:

- *Use of ICT equipment in the continuous provision in the EYFS environment
- *Use of technology in the home and the world around them

Land Objectives and Sticky Knowledge:

Grouping Data	Introduction to Scratch Jr
<p>To be able to describe objects using labels</p> <p>To be able to count and group objects</p> <p>To be able to describe an object's and its properties</p>	<p>To be able to choose which command to move a sprite</p> <p>To be able to use commands to move a sprite</p> <p>To be able to use more than one block and join them together</p> <p>To be able to run my program</p> <p>To be able to delete/add more than one sprite</p> <p>To create an algorithm for each sprite</p>

Links with 'Freedom' Golden Thread:

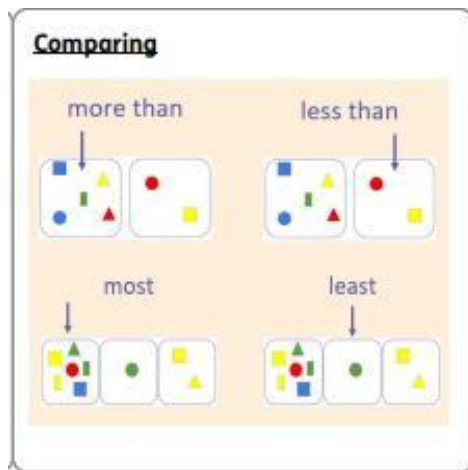
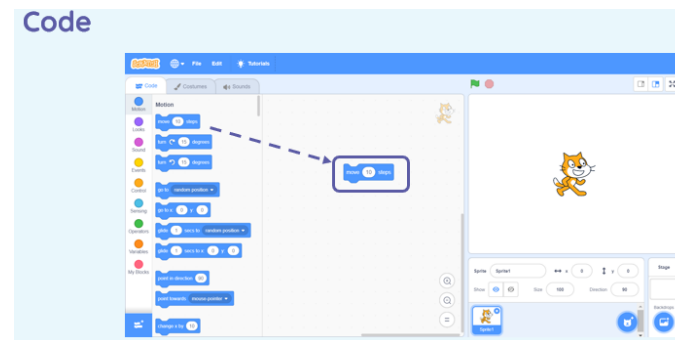
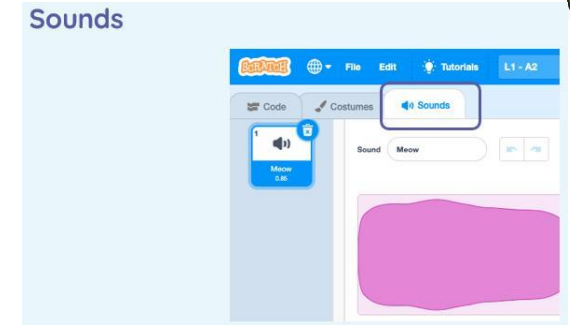
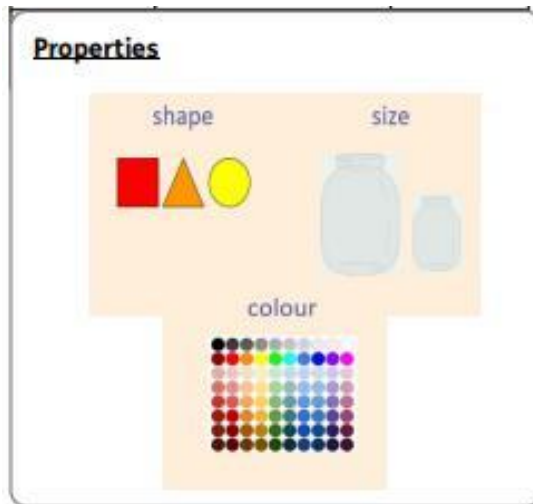
Freedom to create new characters
Do computers give us freedom?

Links with CST:

- Participation – taking part
- Common good – thinking of everyone

Links with CKA Values Crown:

- Respect, compassion, forgiveness



Sky objectives:

1. Create and debug simple programs.
2. Navigate technology purposely to accomplish a given task.
3. Understand the importance of private information and take ownership of this principle.

