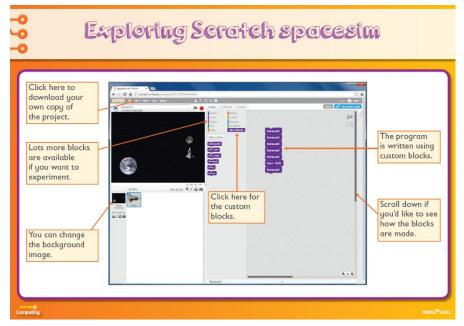


## We Are Astronauts - Computing - Knowledge Organiser



## We are astronauts Programming on screen In this unit you will: Word bank 1 Plan instructions and try them out. algorithm 2 Work out how to get from the Earth instructions to the Moon – and then on to Mars! predict 3 Work with Scratch. problem 4 Use Scratch to program your spaceship. program 5 Write a program in Scratch. Debug it. robot 6 Move your sprite from the Earth to the Scratch Moon – and then on to Mars! sprite



Working at Age Expected		Working at Greater Depth	
Plan an algorithm to move a spaceship from Earth to the Moon and then to		In addition to the above, implement algorithms as	
Mars		programs on a screen sprite using blocks with	
Implement algorithms as programs on a screen sprite using simple blocks		parameters; and find particularly efficient, elegant or	
without parameters		original solutions to these challenges	
Follow instructions given to them as if they were a robot			
Use logical reasoning to predict what their programs will do			
Debug their programs			