



In this unit, the pupils will create a set of algorithms to **program** a sprite. Children will test and debug their algorithms.

**Computer Science**

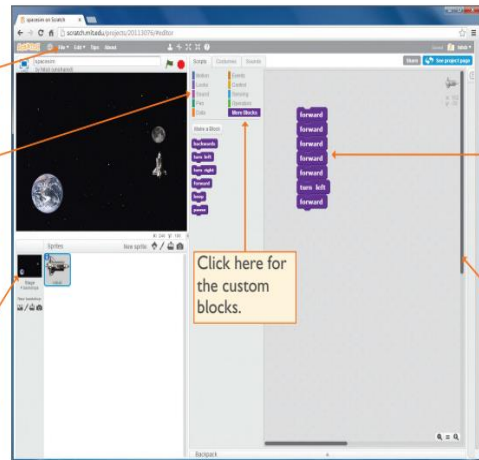
**Prior Knowledge**

Children will build on work from Year 1, 'We are treasure hunters' to program a **sprite** to move around the screen. This unit acts as a springboard for programming in Year 3.

Click here to download your own copy of the project.

Lots more blocks are available if you want to experiment.

You can change the background image.

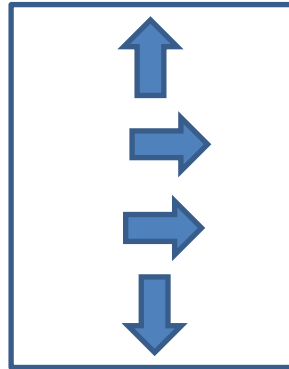


The program is written using custom blocks.

Click here for the custom blocks.


Scroll down if you'd like to see how the blocks are made.

Algorithm – a set  
••• — •••  
of instructions

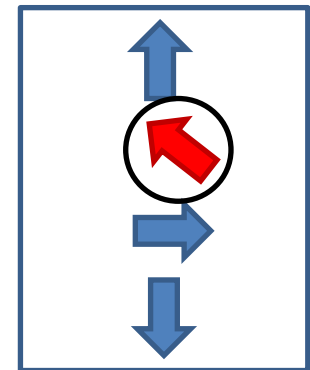


Program – a set of  
•••••  
algorithms that work together.



Sprite – a  
•••   
computer graphic that can be controlled by an algorithm

Debug – fix  
•••••  
instructions in an algorithm.



**E-safety Reminder:** When signing into websites, keep your personal login details safe and secure.

