

## End of Unit Assessment | Computing | Year 2 | Programming Turtle Logo and Scratch

All	Most	Some
<p>Draw lines of different lengths using the fd command, move blocks into the scripts area and snap blocks together to combine commands.</p>	<p>Turn the turtle using rt 90 and lt 90, draw squares and rectangles, create simple algorithms using a number of different blocks and use the repeat and green flag blocks to control algorithms.</p>	<p>Write an algorithm for a shape, combine a range of blocks to achieve a purpose, use more than one sprite and combine algorithms and use the repeat command.</p>
33%	33%	33%
<p>Name</p> <p>Name</p> <p>Name</p> <p>Name</p>	<p>Name</p> <p>Name</p> <p>Name</p> <p>Name</p>	<p>Name</p> <p>Name</p> <p>Name</p> <p>Name</p>

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\*Insert a character against the criteria the child has met. If they have not met the criteria leave it blank.\*

		Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	% of class	
% met by child		0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	
Has the child met the all and most statements?		n	n	n	n	n	n	n	n	n	n	n	n	n	n	n	n	n	n	n	n	n	n	n	n	n	n	n	n	n	n	n	n	n	0%	
<b>All</b>	Draw lines of different lengths using the fd command.																																		0%	
	Move blocks into the scripts area.																																			0%
	Snap blocks together to combine commands.																																			0%
<b>Most</b>	Turn the turtle using rt 90 and lt 90.																																			0%
	Draw squares and rectangles.																																			0%
	Create simple algorithms using a number of different blocks.																																			0%
	Use the repeat and green flag blocks to control algorithms.																																			0%
<b>Some</b>	Write an algorithm for a shape.																																			0%
	Use the repeat command.																																			0%
	Combine a range of blocks to achieve a purpose.																																			0%
	Use more than one sprite and combine algorithms.																																			0%



# I can...

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Lesson 1	Lesson 2	Lesson 3	Lesson 4	Lesson 5	Lesson 6
I can create an algorithm to move or rotate the turtle.	I can create an algorithm using the repeat command.	I can create an algorithm that includes movement and sound.	I can create an algorithm and use the repeat and say command	I can create an algorithm and use the green flag to start.	I can create an algorithm and use the commands to change the backdrop and add sprites.
I can write commands in the correct order.	I can write commands in the correct order.	I can write commands in the correct order.	I can write commands in the correct order.	I can write commands in the correct order.	I can write commands in the correct order.
I can write a variable value where required.	I can write a variable value where required.	I can write a variable value where required.	I can write a variable value where required.	I can write a variable value where required	I can write a variable value where required.
I can correct any mistakes.	I can correct any mistakes.	I can correct any mistakes.	I can correct any mistakes.	I can correct any mistakes.	I can correct any mistakes.
I can use the commands fd, lt, rt to move or rotate the turtle.	I can use the commands fd, lt, rt to move or rotate the turtle.	I can move a sprite.	I can use the repeat command.	I can start an algorithm with the green flag or key press.	I can change the backdrop.
I can use cs to clear the screen.	I can use repeat.	I can add sound.	I can use the say block.	I can change the colour of the sprite.	I can add sprites.

# Computing: Programming Turtle Logo and Scratch

**K**

What I know

**W**

What I want to know

**L**

What I have learnt

