St George's Central CE Primary School and Nursery

Sprite

Block

Decompose

Command

Algorithm

Costume

Broadcast

Variable

Debug

Computing Y3/4 – How do we Scratch?

What will we learn:

- To compare quizzes and decompose a problem into smaller parts.
- To write and debug a program
- To use sequence and selection (If, then, else)

To code using variables

Prior Learning

In Y1/2 I learnt:

- What a code is and why we use them
- The functionality of the directional keys on the keyboard
- How to create a set of instructions for the computer to follow (algorithm)
- How to fix (debug) a set of instructions (algorithm)
 To use directional keys as part of an algorithm.
- How to input data as part of code into a computer program.

Future Learning in Year 5/6

To design and program a character game

To add features to enhance a game experience

To add sound effects to a game design

Fun Facts:

- Scratch is an online coding platform that can be accessed from all over the world

To fix a part of code that is not working

coordinating application activity.

- It was created by MIT to help develop coding skills
- It is completely free of charge and has already helped children and adults secure jobs in coding
- There are many project ideas and you can view what others have done using Scratch

Vocabulary

Breaking a computer program down into smaller parts

Images that are used to represent a sprite on the stage.

An electronic message sent between sprites as a means of

A variable is a changeable value recorded in Scratch's memory

A graphical command used in the creation of a script.

An instruction given to the computer program

A set of instructions given in a computer program

using different costumes.

A two-dimensional image drawn on a transparent background that

can be moved around the stage. You can change its appearance

- The characters you use on Scratch are called Sprites.
- It was developed in 2003 and then made available to the public in 2006

Resources that are going to help me achieve my learning.







To add different levels to a game using coding