



Y3/4 – Are you the next Minecraft creator?

Motion

Looks

Sound

Events

Control

Sensing

Operators

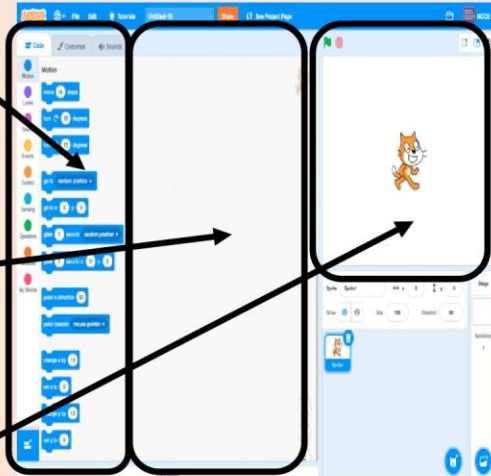
Variables

My Blocks

Programming blocks

Programming area

Stage with sprite

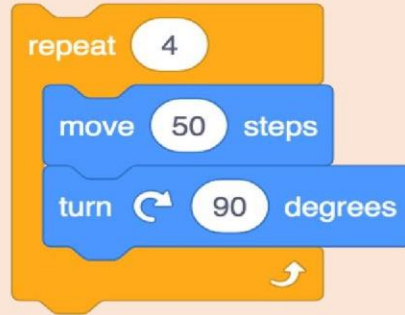


It is always important to plan your algorithm and what you would like the outcome to be **before** you start to code your program. Writing down your algorithm helps you to spot and debug errors later on too.

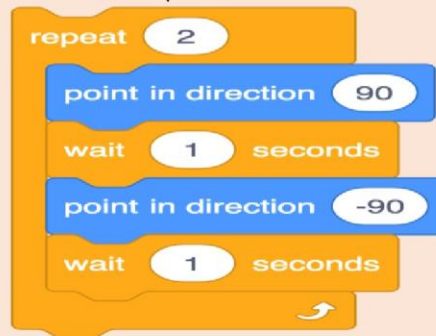
Sentence Stems:

- Rotate ___ degrees clockwise
- Rotate ___ degrees anti-clockwise
- Go to a random place on the screen
- Start playing the sound ___
- When you start the program
- Make it in/visible
- ...and wait for ___ seconds
- Do this ___ times
- Repeatedly

A 'count-controlled loop' block will repeat the command a certain amount of times, depending on the input.



An 'infinite loop' block can be used to repeat commands over and over again, without an end point.



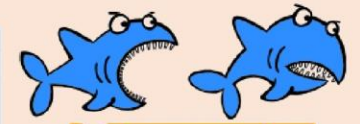
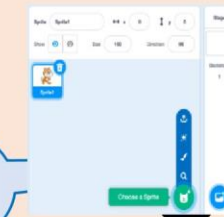
= repeat 4 [fd 100 rt 90]

Use the **show** and **hide** commands to decide when a **sprite** can be seen or not.



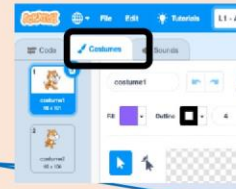
Change **sprite's** costumes.

This will make the shark open it's mouth when it 'eats' a fish.



Add **sound** to your **sprites** and decide when it plays

Find a sound that is right for you!



Change the **backgrounds** based on **variables**.

This will change the background based on the score, to winning or losing.

