

Year 4 - Further coding with Scratch - HT2

Key Vocabulary

		The second secon	
	Code (computer)	A set of instructions written in programming language, to tell a computer what to do.	Scratch coding blocks and w
	Code block	A visual representation for a section of code that performs a certain job. They can be snapped together to build a program.	Motion Move your sprite (character), ch
	Conditional statement	A rule which states that something cannot happen until certain requirements are met.	towards and position Sound
	Decompose	To break something down into smaller chunks.	Play sounds, add sound effects
	Direction	A way in which something moves such as up, down, left, right.	pitch when the sprite performs costum
	Feature	The individual parts that make up something.	Include speech and thought bu
	Icon	A small image which represents something or someone.	sprite or background appearance
	Orientation	Positioning to a particular place or direction.	Events when clicked
	Position	The location of where something or someone is.	Instruct to perform actions whe
	Program verb	To write code based instructions for a computer to process.	is met or at a specified time
	Project (Scratch)	A creation developed within the Scratch program.	
ı	Scratch	A coding program, in which you can develop interactive games and animations.	Loops to repeat code, if stateme when conditions are met and c
	Sprite	Visual objects that can be manipulated through code, for example to move, respond, appear or disappear.	Operators Maths blocks, such as more tha
	Stage (Scratch)	The background of the Scratch project to suit your game, animation or project.	to, and, or and not statements;
	Tinker	To explore and play with something to discover the key functions.	Sensing touching mouse-p Respond to certain actions, such
	Variable	This could be a number or text, that can change each time the program is run and often in combination with selection to change the end result of the program.	mouse pointer, questions, timers Variables set my var
	Examples of Scrato		Set a value yourself, such as a counter
	N		Mu blocks muBlock

move steps



hange direction, point



s, change volume and an action

ubbles, change the

ce and sizes

en a certain condition

nents for cloning code

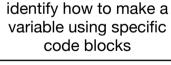
an, less than, equal s; (+, -, x,÷)

ch as moving the rs and dates



a score

Create your own coding blocks! -



I know how to make a variable in Scratch using specific code blocks

To know

statements

I know how to identify the key features and

writing a simple code

script

I know how to decompose a Scratch game to understand

which code blocks

have been used

I understand what a

variable is and start to

I can use knowledge of how variables work to help create a quiz in Scratch





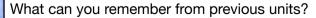












What is a loop? How have you used one? What is debugging? What is the best way to do this? How can you predict the action a block of code?

Anything else you have learnt? What have you enjoyed?

