Year 3 - Programming Scratch - Term 3

Beacon Curriculum Computing
"Let your light shine." Matthew 5:16
Billinge St. Aidan's CE Primary School

Key Vocabulary

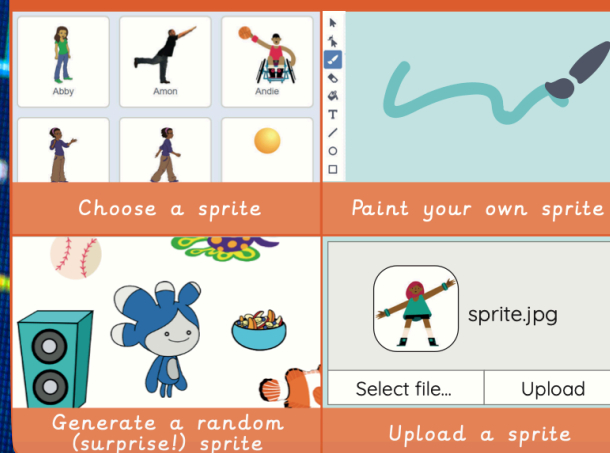|	
Animation	Bringing concepts to life through 2D or 3D moving pictures or photographs, for example cartoons.
Application	A computer program.
Code	A set of instructions written in programming language, to tell a computer what to do.
Code block	A visual representation for a section of code that performs a certain job. They can be snapped together to build a program.
Debug	To remove and repair the error or mistake in computer code.
Decompose	To break something down into smaller chunks.
Interface	The menus, buttons and other functions which makes a computer program or website intuitive to humans.
Loop	A repeated sequence of instructions.
Predict	To make an educated guess, as to what might happen or occur as the result of something in the future.
Program	A series of code that instructs the computer to perform specific tasks.
Remixing code	Altering code that already exists.
Repetition code	To create loops in your program, to make it more efficient.
Review	To look at something in detail and give constructive feedback if it requires improvement.
Sprite	Visual objects that can be moved or perform an action through code, for example: move forwards by one step.
Tinker	To explore and play with something to discover the key functions.

Scratch code blocks colour key:

Motion · Sound · Control · Operators · My Blocks · Looks · Events · Sensing · Variables

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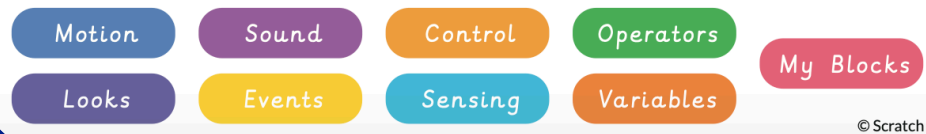
Scratch is a coding program, that lets you build interactive games and animations.

Algorithm · Code blocks · Sprite

Did you know? In Scratch, you can:

Abby · Amon · Andie

Choose a sprite | Paint your own sprite

Generate a random (surprise!) sprite | Upload a sprite

sprite.jpg — Select file... | Upload

© Scratch

To know statements ✔ ✘

To know statements	✔/✘
I can explain what a loop is and its role within a program. I can include a loop within their program and explain what it's doing	
I can select blocks to create a desired effect. I can suggest possible additions to an existing program	
I can explain which blocks/features have been used. I can recognise where something on screen is controlled by code. I can use a systematic approach to finding bugs	
I can explain what an algorithm is and understanding the purpose of an algorithm. I can use a class algorithm when creating a program	
I can explain what happened to the program when they added certain blocks. I can suggest how the colour differences could help them predict block actions	

What can you remember from previous units?

What are code blocks?
What is a loop?
How are a code and an algorithm similar?

Anything else you have learnt? What have you enjoyed?