

Vocabulary

Algorithm	A set of rules or instructions that can be followed to achieve something
Sprite	A moveable character or object.
Background	The image behind your sprite.
Trigger Blocks	Trigger Blocks show when to start running the algorithms.
Motion Blocks	Blocks used to move a sprite.
Looks Blocks	Blocks that change the appearance of a sprite.
Sound Blocks	Blocks that add sound effects.
Control Blocks	Blocks that control timings.
End Blocks	Blocks that show how the algorithm ends.



Skills that I am going to learn.

<p>Know how to create a short animation.</p> <p>I can use Scratch Jr to create a short animation.</p>	<p>Know how to create an algorithms for a sprite.</p> <p>I can piece join blocks together to create an algorithm for a sprite.</p>	<p>Know how to predict what an algorithm will do.</p> <p>I can work out what an algorithm might do before running it.</p>
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Know how to debug an algorithm.

If I run an algorithm and it does not work I can work out what I need to change.

Know how to design a Background and Sprite.

I can use paint software skills to design my own sprite and background.

Block Explanation	
	When you press the green flag
	Directions
	Turn
	Speech Bubble
	Hide/Show
	Grow/Shrink/Reset Size
	Wait
	Play a sound

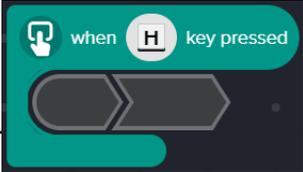
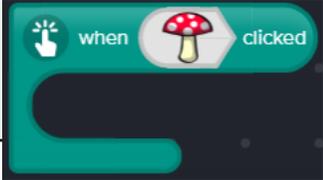
Why are we learning this?	Why is this important?
To understand how blocks can be used to create algorithms.	In computing, programmers write algorithms that instruct the computer how to perform a task.



Vocabulary

Instructions	A detailed order or directions
Algorithm	A set of rules or instructions that can be followed to achieve something
Sequence	The steps that are followed in order
Predict	To use your knowledge to say what you think will happen
Debug	To fix errors in programs and algorithms
Execute	Run a program, press go, start the algorithm or instructions

Skills that I am going to learn.

<p>Know about input and output devices and their uses.</p> <p>I can identify input and output devices.</p> 	<p>Know how to code the keyboard as an input device.</p> <p>I can use the keyboard as an input device.</p> 	<p>Know how to code the mouse or touch pad as an input device.</p> <p>I can use the mouse or touch pad as an input device.</p> 
<p>Know how to use action buttons.</p> <p>I can use a button to execute code.</p> 	<p>Know how to debug code.</p> <p>I can fix errors so my code completes the desired outcome.</p> 	

New Vocabulary

Why are we learning this?	Why is this important?
To be able to input code onto a computer.	It is a way for humans and computers to be able to 'talk' to each other.

Input Device	A piece of technology that allows the user to put information into a computer.
Output Device	A piece of technology that gives information out from the computer.
Action Button	A button used to control another object.