

# GGA- Computing Knowledge Organiser for Year Four- Autumn Term - Scratch


## Vocabulary

(Stage 1) Product Research	Looking and playing other games that already exist to see what types of games are currently available. You might use ideas from these games to develop your own.
(Stage 2) Decode	Working out the code used in existing games in order to adapt for your new game.
(Stage 3) Market Research	Gathering information and opinions from people that might want to play your game.
(Stage 4) Storyboard	A drawn plan of the game and the sequences it will include.

## Skills that I am going to learn.

Know about the stages of game development. .

I can complete the stages of game development.



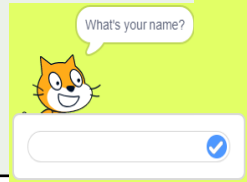
Know how to design a game.

I can plan ideas and interface for a new game.



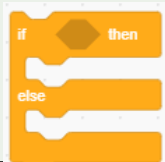
Know how to create a question box.

I can use an 'Ask' block to create a question box.



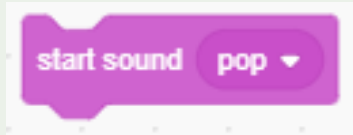
Know about conditional formatting.

I can use the 'If\_then Else' block.

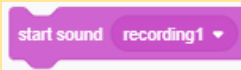


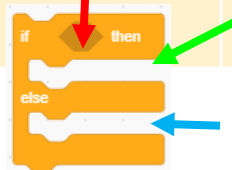


Know how to add a sound.

I can use sound blocks.




## Blocks

	Used to play sounds
	Used to ask a question. A speech bubble appears containing text and an answer box to input the answer.
	Used to code the correct answer. It is placed in the top of the If/else block.
	If the answer is correct the first part of code is executed. Any other answer will trigger the second piece of code to be executed/

Know how to record your own sound.

I can use record block to add my own sound.



### Why are we learning this?

### Why is this important?






To understand how computer games are created.

So new games can be created in the future.

## Vocabulary

HTML	Hyper Text Markup Language is a text based coding language used to design websites.
Webpage	An individual page on a website.
Tags	Hidden keywords in a web page which define how something will be shown.
Opening Tag	Shows where a section of the webpage starts. Example: <code>&lt;HTML&gt;</code>
Closing Tag	Shows where a section of the webpage ends. Example: <code>&lt;/HTML&gt;</code>

## Skills that I am going to learn.

<p>Know how to create a HTML document.</p> <p>I can create a HTML document.</p> 	<p>Know how to insert a paragraph using HTML.</p> <p>I can use a paragraph to insert a paragraph.</p> 	<p>Know how to insert an images using HTML.</p> <p>I can use an image in a HTML document.</p> 
<p>Know how to use headings in HTML.</p> <p>I can use different size headings in a HTML document.</p> 	<p>Know the order to place tags in HTML.</p> <p>I can order tags so I creates the HTML document I desire.</p> 	

## Tags

	Opening Tag	Closing Tag
HTML	<code>&lt;html&gt;</code>	<code>&lt;/html&gt;</code>
Paragraph	<code>&lt;p&gt;</code>	<code>&lt;/p&gt;</code>
Heading	<code>&lt;h1&gt;</code> <code>&lt;h2&gt;</code> <code>&lt;h3&gt;</code>	<code>&lt;/h1&gt;</code> <code>&lt;/h2&gt;</code> <code>&lt;/h3&gt;</code>
Image	<code>&lt;img src='images/' &gt;</code>	

## Why are we learning this?

## Why is this important?

To get an introduction to HTML coding.

HTML is used to design websites.

## Know how to debug HTML.

I can find and correct errors in my HTML code.

