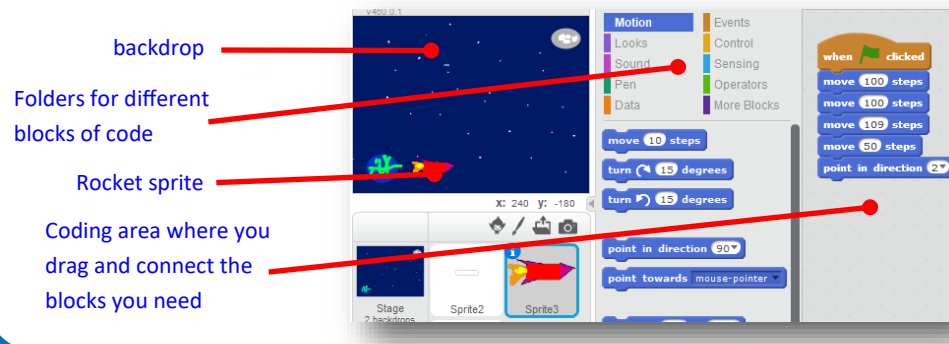# We are Astronauts

Things you already know:
- You are able to click and drag items using the mouse.
- You can understand directional words such as turn, forward, backward etc.

Knowledge you will gain:
- Knowing what an algorithm is.
- Creating digital content such as backgrounds and sprites in scratch.
- Use drawing tools such as lines, shapes and fill tool.
- Knowing how to put together a sequence of coding blocks to control on screen sprites such as a space rocket.
- Knowing how to save files to the network and open these files.
- Know how to debug coding blocks, improving a program with less blocks to achieve the same outcome.
- How to predict what a program will do based upon the blocks that have been used.

backdrop

Folders for different blocks of code

Rocket sprite

Coding area where you drag and connect the blocks you need

Vocabulary

Algorithm: a set of instructions or a pattern of things or events.

Sprites: Programmable characters in Scratch that you can add coding blocks to.

Code: A set of instructions for the computer to follow in order starting at the beginning and working down to the end.

Program: A completed set of code.

Digital content: This could be any item created on the computer such as a drawing or writing.

Variable: A value that can be changed, such as the distance moved.

Specific skills/understanding
Understand the different types of coding blocks: Using an event to start the program (such as spacebar, or clicking the flag in Scratch). Understand that some coding blocks use variables (numbers or words that can be changed).

Ongoing skill set
Open/close applications, double click for folder navigation and opening files, maximise and closing windows.