

Things you already know:

- How to use Scratch to place and join blocks of code together to achieve a goal.
- You can create digital content (sprites and backgrounds) within Scratch.

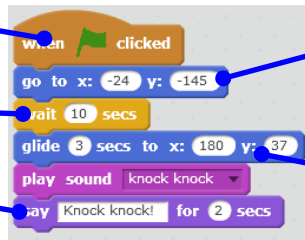
Knowledge you will gain:

- You will analyse short animations in order to know how to create a clear set of criteria that you will make an animation against.
- You will know that a computer program follows a logical sequence.
- You will know how to use different types of Scratch coding blocks such as move, glide, say and sound.
- You will learn how to apply code to different sprites.
- You will know how to control timings and use concurrent programs.
- You will learn to debug your program to make it work as you want it to.
- You will learn to code starting points to enable you animation to be run again and again.

Event block: Starts the sequence of code.

Wait block: this will pause your program before it

Say: will give your character a speech bubble.



Go to isn't a movement command, but will start your character at this location.

Moves your character to a set point on the screen. You can adjust the time variable.

Specific skills/understanding

Understand how different programs work together, paying particular attention to the 'wait' command to get the right things to happen at the right time.

To understand that there are different ways to achieve the same outcome with code.



Vocabulary

Logical order: The computer follows the instructions one after another, starting at the top of your code and working its way down to the bottom.

Concurrent: Two programs running at the same time. This could be on the same sprite or on different sprites.

Select: Tool used in the drawing area to allow you to resize or rotate your sprite.

Rotate: To turn your sprite at a different angle.

Debug: To correct a program that doesn't work or to refine a program to make it perform better.

Ongoing skill set

To consider the impact of how changes in the code improve what the audience or user or your program sees.