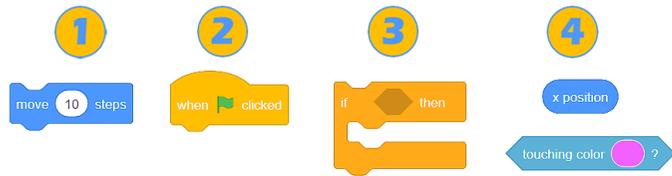




Year 2 Scratch



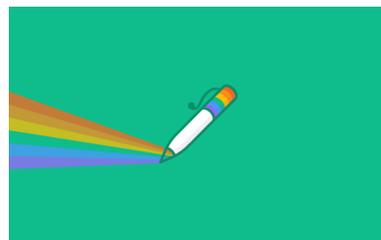
You have already learnt...
 You started looking at Scratch and using Scratch JR in Year 1. You should already be familiar with some of the programming terms.

Useful Scratch Blocks	
Motion blocks	move block
Sound blocks	play drum block
Looks blocks	say block
	change block
Control blocks	repeat block
Events blocks	when green flag clicked block
	when key pressed block

Key Skills

- Understand what an algorithm does
- Consider how algorithms are implemented digitally
- Carry out simple programs using Scratch
- Debug simple programs on Scratch
- Create sprites on Scratch, ensuring they are unique in appearance and movement
- Understand that programs operate by responding to specific, unambiguous instructions
- Use reasoning skills to predict the behaviour of programs on Scratch

What Is Scratch?
 Scratch is a free, online **program** where you can use a **coding** language to create digital stories, games and animations using characters known as **sprites**. Scratch uses a visual block-based coding language. Blocks can be joined together to create algorithms.



Key Vocabulary	
algorithm	A list of step-by-step instructions that a computer follows in order to get a task done.
block	A puzzle-shaped piece of code . They can connect to other blocks to create algorithms .
code	A set of instructions written in a programming language that a computer can understand.
instruction	Something that somebody tells you to do. It can also be an order given to a computer.
program	A set of instructions given to a computer so that it can function properly.
repeat	When an action, event or task is carried out more than once. Use a repeat command or block to create a loop in code for a specified number of times.
sprite	A character or object used in Scratch that can be instructed to perform tasks by following algorithms .
variable	A value that can be recorded in the memory of Scratch. A variable can be edited.

Key Knowledge
Scratch Scratch is a program where you use blocks to create algorithms. You start your algorithm with an 'event' block and then use 'motion' blocks to make your sprite move around. If you use the 'pen down' block when your sprite is moving, it will draw pictures.

Next you will learn...
 You will use Scratch in every year in KS2, learning to make animations, create games and write your own stories.