Year 4 Scratch

You have already learnt…

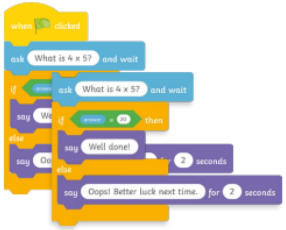
In Year 3, you looked at how to create algorithms and the fact that they are a set of instructions that must be followed very carefully. You learnt how to select specific blocks to change your sprite and added variables to your algorithm to have change in your project. You learnt about the skill of debugging, correcting errors.

This is the interface you will work on when using Scratch

Scratch Interface

Duplication

To avoid creating each question block by block, you can make an exact copy of the sequence of blocks. This is called duplication. Right-click on a section of code and then select 'duplicate'.



Key Vocabulary

algorithm	A sequence of ordered instructions. In Scratch, algorithms are referred to as scripts.
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.
debugging	Debugging is where you find, remove or correct errors in computer code.
repetition	When a command or process is repeated.
sequence	A sequence is a set of instructions carried out in a particular order, in an algorithm.
variable	A value that can be recorded in the memory of Scratch. A variable can be edited.

Key Skills

Design and write programs for purpose

Use sequencing effectively when creating algorithms

Add selection, variables and repetition to programs

Understand and explain debugging solutions when considering programming

Explain and solve errors in programs

Key Knowledge

-When you put an algorithm into a program, it will do exactly what you ask of it

If you want programs to occur in a specific order, you need to sequence them in that way

Variables can be added to programs, and these are things that can be manipulated as your game is running – like a time limit or a score function

When a program is not running correctly, to look for the error and fix it is called debugging.

Block Categories

Next you will learn…

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