

PRIOR LEARNING

Year 5 Scratch unit

LINKS TO OTHER SUBJECTS



Year 6 Coding – Scratch

Key Skills

- To follow tutorials to write programs that accomplish specific goals – chase game, clicker game and ping pong game.
- To write a script (program) that controls more than one sprite.
- To program a sprite with conditionals.
- To use repetition to program.
- To create own variables eg. Score
- To adapt tutorials to make games easier/harder.
- To use logical reasoning to explain how a script (algorithm) works.
- To understand how block coding works and adapt the example games to create your own game.
- To detect and correct errors in algorithms and programs (debug).
- To evaluate the finished game.

Key Knowledge

- Coding means writing instructions for computers.
- A finished set of instructions is known as a program.
- For a program to work, it must be written in clear, simple steps of computer language.
- Computer language is like ordinary language, but with a limited word list and precise rules about how to set things out.
- Scratch is a drag and drop coding language for beginners.

Key Vocabulary

Program	A set of instructions in computer language that tells a computer what to do.
Script	A set of instruction made by stacking blocks of code together.
Coding Block	A unit of code used to make up scripts, which make a project work.
Sprite	An object in Scratch which performs functions controlled by scripts.
Backdrop	The picture in the background
Coordinates	A way of dividing an area into a grid and measuring distances, so you can find things by how far left/right (x) and up/down (y) they are.
Control Menu	A group of blocks used to control other blocks
Event Menu	A group of blocks used for starting and stopping scripts.
Looks Menu	A group of blocks used to change how things appear
Motion Menu	A group of blocks used to move Sprites around the stage
Operators Menu	A group of blocks used for doing mathematics and setting out conditions.
Sensing Menu	A group of blocks which make Sprites react to certain conditions.
Green Flag Button	Starts all scripts
Conditionals	Instructions which tell the computer to react differently to different conditions, such as 'if' or 'repeat until'
Loop	A section of code which repeats
Variables	A way of labelling information for a computer, so it can keep track of items that might change.
Debug	Fixing code to remove errors or bugs that stop a program from running properly.
Algorithm, Edit, Improve, Order, Instructions, Run, Evaluate.	

