

Knowledge- end points

- To create sequences in a block-based programming language to make music

Skills

- To explore a new programming environment
- To identify that commands have an outcome
- To explain that a program has a start
- To recognise that a sequence of commands can have an order
- To change the appearance of my project
- To create a project from a task description

Key Vocabulary

Programming	the process or activity of writing computer programs
Scratch	a program that we can use in order to code our own stories and animations
Blocks	puzzle piece commands which control the animation
Commands	an instruction or signal causing a computer to perform one of its basic functions
Code	program instructions
Sprite	a computer graphic which may be moved on-screen
Stage	the background of your project
Costume	one out of many different frames (pictures) of a sprite
Backdrop	an image that can be shown on the Stage
Debugging	the process of identifying and removing errors from computer hardware or software

Year 3



Sequencing Sounds in Scratch

Key Questions

Where do you put the block commands?

How do you add or remove sprites?

Where is the output of the program presented?

Why would you need to debug?

Can you carefully plan an algorithm to sequence sprites to create music?

Information

Programming is when we make a set of instructions for computers to follow

Scratch is a program that we can use in order to code our own stories and animations.

We use algorithms (a set of instructions to perform a task) to sequence movements, actions and sounds in order to program effective animations

