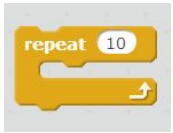
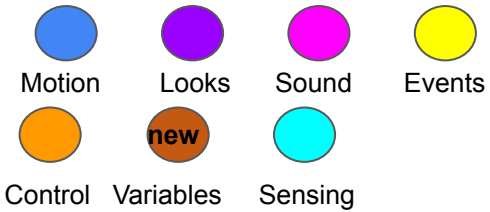
Respect, Believe, Achieve

Year 4
Applying Variables and Repetition
Computer Science

Key Words	
variable 	A number which the computer records. It can be changed or used by the program.
loop 	A command which starts a sequence again. This means you don't need to keep typing the same commands over and over.

Scratch Toolkit



What do I already know?

- I can break a problem up into smaller parts
- I can put programming commands into a sequence to achieve a specific outcome
- I keep testing my programme and can recognise when I need to debug it
- I can set up conditional events with 'if statements'
- I can set up a sequence
- I can describe the algorithm that I will need for a simple task
- I can detect a problem in an algorithm that may result in unsuccessful programming

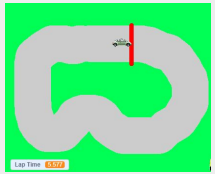
Our Learning Steps

1. Using Loops

I will make my sprite complete a dance using loops. I will copy the code to other sprites. I will add my own music.

2. Design Track, Car and Clock

I will choose or create a track and Resize my car. I will make a variable called lap time, and set It to timer.



3. Steering and Speed

I will use if key commands to turn the vehicle and speed up. I will use if/else commands to slow the car on the grass.

4. Debugging A Game

I will test my code, fix bugs and Add my own ideas.

5. Customise My Game

I will develop my game by changing the sprites and altering programming. I will use different types of randomisation. I may add a player.

6. Assessment: Evaluate the Game

I can use computer keys to control game.
I can use variable to keep time and score.
I can debug games.