



Respect, Believe, Achieve

Year 6

Importing and Defining Commands

Computer Science



Key Words

define block



A way of creating your own commands, made up of simpler steps.

import extensions



Add a new set of commands which someone else has already defined.

Scratch Toolkit



Motion



Looks



Sound



Events



Control



Sensing



Operators



My Blocks



Extensions

What do I already know?

- I can use variables, loops and 'if then' events and randomisation to increase programming possibilities.
- I can use an input to control an output
- I can use logical reasoning to detect and debug programmes
- I can decompose a problem to design an algorithm for a specific outcome and use this to write a programme for a device or on screen activity

Our Learning Steps

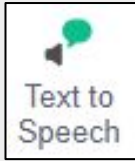
1. Define New Commands

I will define a dance celebration for my sprite and give it the title 'dance' .



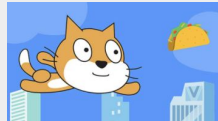
2. Introducing Extensions

I will play with 'text to audio' extension to create Catch-phrases for a game.



3. Creating a Game

I will create a flying game which uses my new code blocks, extensions and previous code knowledge.



4. Debugging A Game

I will make improvements and debug my game throughout it's development.



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 commands for a purpose.
I can plan my own commands.
I can build a platform/scrolling game.
I can use extensions and new commands in my game.



Lesson 1 example



Jumping



Ideas

explode
turn invisible

Walking



Moving background

