Respect, Believe, Achieve

Year 3
Programming in Scratch
Computer Science

Key Words	
sprite	The object that we program, such as character or car to move, draw etc.
stage	The background or scene where the program takes place.
sequence	Place the code blocks in the correct order (sequence) to make the program work.
debug	Find an error in your code and correct it.
loops or repetition	Using a loop or repetition in your program can make your program simpler by using few blocks. It can also make an object follow an instruction more than once. For example, programming a robot to draw a circle 3 times.
inputs	An example of an input is the keyboard arrow keys, which could be programmed to move a sprite.

What do I already know?

- Create and debug simple programs by selecting code blocks, placing them in the correct sequence and executing a program.
- Use logical reasoning to predict the behaviour of simple programs.
- Simplify a program by using a loop.

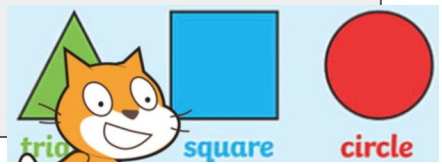
Our Learning Steps

1. Scratch chat

Write a simple program with text outputs, wait commands and movement.

2. Scratch shapes

Write a program with movement and repetition.



3. Using controls

Write programs using different inputs; keyboard, mouse and touch screen.

4. Scratch maps

Write programs with mouse/touch inputs and text outputs.

5. Traffic lights

Write a program that simulates physical systems.

6. Scratch unplugged

Complete 'unplugged' Scratch activities to consolidate learning.