



Respect, Believe, Achieve

Year 4 Programming in Scratch

Computer Science



Key Words

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inputs	An example of an input are the keyboard arrow keys, which could be programmed to move a sprite.
selection	The sprite can be programmed to make a choice. For example, selecting whether an answer is right or wrong in a quiz.
sensing	A sensing block is triggered when a sprite touches another sprite or a colour.
variables	Something that changes in a program such as score or the speed of a car sprite.
debug	Find an error in your code and correct it.

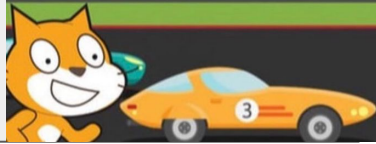
What do I already know?

- Know that code blocks in Scratch are different colours to help you find the blocks you need.
- Know that code blocks can be used to draw shapes by programming a pen trail and movements.
- Know that a repetition can be used to make a program simpler.
- Know how to program an input, such as keyboard arrow keys to make a sprite move.
- Know how to find errors in a program and correct them.

Our Learning Steps

1. Scratch racing

Program inputs with loops, selection and sensing for interactions.



2. Scratch rock band

Write a program with inputs and audio outputs (sound).



3. Debugging

Debug a variety of programs (correcting errors).



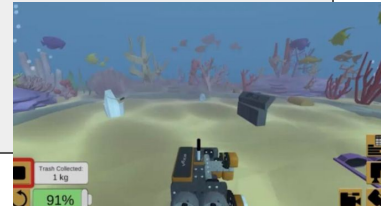
4. Scratch quiz

Use selection, data variables and operators.



5. Challenge: program a robot

Program a Virtual Robot using Scratch blocks.



6. Scratch unplugged

Complete unplugged activities to consolidate learning.

1. Can you draw a line between the code blocks on left and how they can be used on the right?

touching color	Start a program with a keyboard input
when green flag clicked	An operator and sense to check if an answer is correct
answer < 50	Sense a colour or object
change score by	Change the look of a sprite
switch costume to costume	A variable that changes in a program