

Computing

Please help your child with their learning by going through this fact sheet with them. They will be quizzed on this at the end of half term. We appreciate your support.

If your sprite needs to move left or down, you must include a negative symbol before the number e.g -4 down.

There are three types of games to design on Scratch: catch, chase and pong.

The characters on 'Scratch' that you programme are called Sprites.

Scratch is used to code your own interactive stories, animations and games.

A set of computer instructions for solving a problem or completing a task is called an algorithm.

After an event, the type of code block needed to make the sprite do a simple movement is called a motion code.

You are able to use more than one sprite in your game, you may want to use several.

When you have created a game and, practised playing it, you need to analyse it. You need to think about what went well, what might be improved and how this could be done.

To start the game, the initial code block to use and begin with is 'when green flag is clicked' to begin with.



WEMBITES

Key Vocabulary

- **Glitch** - A problem or issue that arises.
- **Debug** - The process of correcting an error.
- **Code** - A group of instructions that make up the algorithm.
- **Computer Programming** - The process of inputting a group of instructions to achieve a desired outcome.