

# 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.

It is possible to change the appearance (costume) of a Sprite.

'Debug' means to identify and remove errors in a program.

In order to stop 2 Sprite characters talking over each other, you need to add a 'Wait' block into the program.

Motion blocks control the movement of the Sprite.

The background in a project is called the Stage.

In 'Scratch', the character is called a Sprite.

The Green Flag block is used to start a program.

A program is a sequence of instructions.

The 'Y' axis is a vertical line.



## WEMBITES

A collection of code blocks is called a Script.

### Key Vocabulary

- ⇒ **X\_Y\_** - the coordinates on the stage where you want the sprite to move to.
- ⇒ **Stage** - the background of a project.
- ⇒ **Sprite** - the object/character in Scratch which performs functions.
- ⇒ **Costumes** - images that are used to represent the Sprite.
- ⇒ **Motion** - code blocks that control the movement and direction of the Sprite.