

Year 6 Autumn 1 Computing (Scratch)

This half term we will be looking at coding and programming a sequence of instructions on a computer. We will use a programme called Scratch to generate algorithms as well as attempting to design our own computer game.

You will use **Scratch** to code your own interactive stories, animations and games. In the process you will learn to think creatively to plan your own style of game with unique features.

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 been improved and how this could be done.

Key terminology

Algorithm – A set of computer instructions for solving a problem or completing a task.

Code – A group of instructions that make up the algorithm.

Debug – The process of correcting an error.

Glitch – A problem or issue that arises.



Key features of Scratch

Sprites – the characters you programme.

Motion code blocks

Variable code blocks

Control code blocks

Events code blocks

Sound code blocks

