



Key vocabulary

Sprite

A sprite is a character or object in Scratch. You can create your own sprites or use the ones that come with Scratch.

Script

A script is a set of instructions that tells a sprite what to do in Scratch. You can use scripts to make your sprites move, talk, and interact with other sprites.

Event

An event is something that happens in Scratch when you click on a sprite or press a key. You can use events to trigger scripts and make things happen in your project.

Block

A block is a puzzle piece that snaps together with other blocks to make code in Scratch. You can use blocks to create scripts and make your sprites do different things.

Debugging

Debugging is the process of finding and fixing mistakes or errors in your code. When you debug your code, you look for problems and figure out how to fix them.

Looping

Looping is the process of repeating a set of instructions over and over again in your code. You can use loops to make your sprites do things like move in circles or repeat an animation.

Broadcasting

Broadcasting is the process of sending a message from one sprite to another sprite in Scratch. You can use broadcasting to make your sprites communicate with each other and work together.

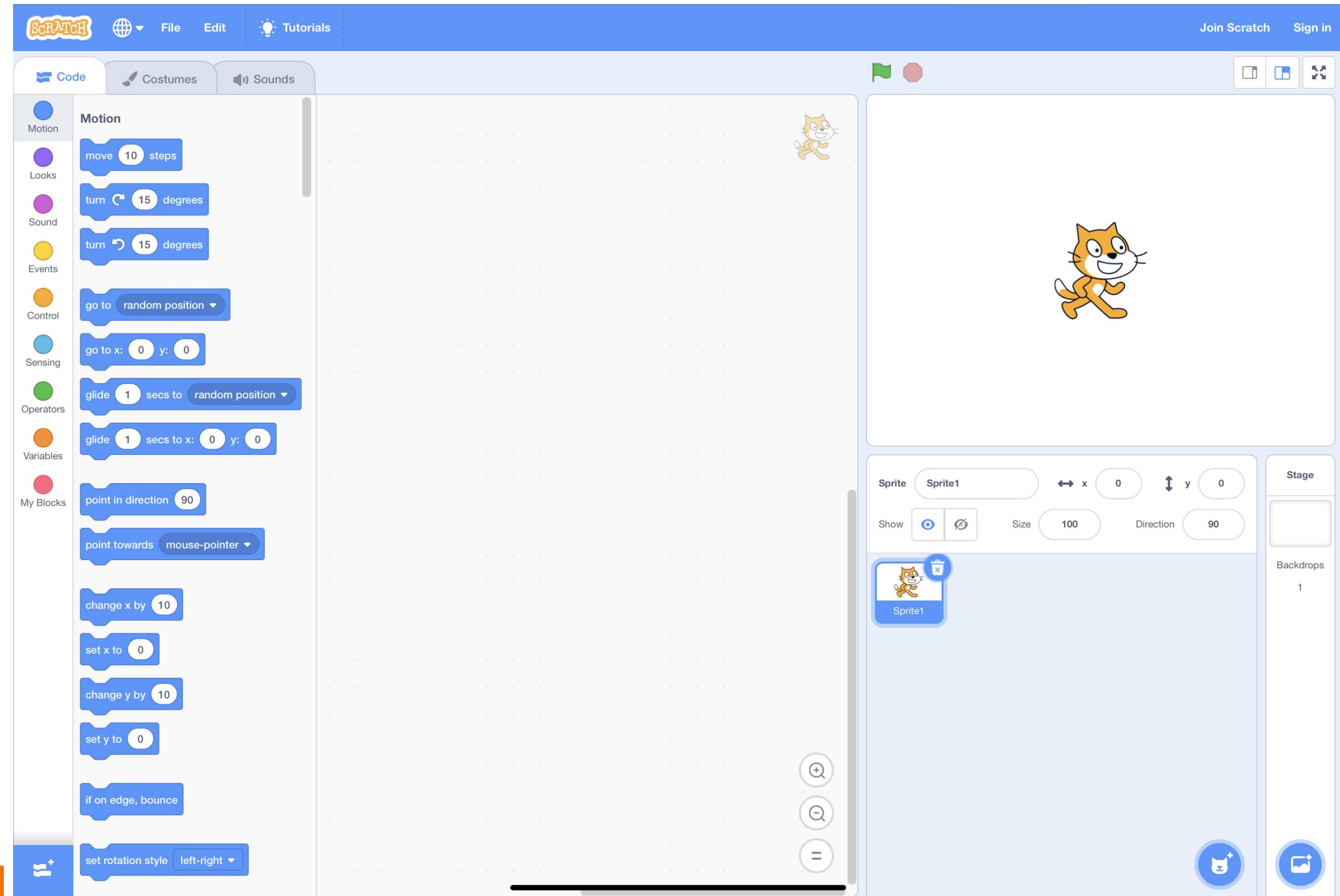
Algorithm

An algorithm is a set of instructions that tells a computer what to do. When you write code in Scratch, you are creating algorithms that tell your sprites how to behave.

Conditional statements

A conditional statement is a statement that only runs under certain conditions or situations. You can use conditional statements to make your sprites do different things depending on what's happening in your project.

Year 5 Summer 1 Computing (Scratch)



What is Scratch?

Scratch is a high-level block-based visual programming language and website aimed primarily at children as an educational tool for programming, with a target audience of ages 8 to 16. Scratch is used as the introductory language because the creation of interesting programs is relatively easy, and skills learned can be applied to other programming languages such as Python and Java. Scratch is not exclusively for creating games. With the provided visuals, programmers can create animations, text, stories, music, and more.

Over the course of the half term, you will become familiar with the Scratch interface above and use it to create a virtual pet!

