



# COMPUTING: PROGRAMMING

## KNOWLEDGE ORGANISER

Y1



### Overview

#### Animations in Scratch Jr.



- Programming is when we make a set of instructions for computers to follow.
- Scratch jr. is a program that we can use in order to code our own stories and animations. It involves sprites (characters on the screen).
- We use algorithms (a set of instructions to perform a task) to program the sprite to do different things.

### Sequencing

-**Sequences:** -A sequence is a pattern or process in which one thing follows another. In Scratch Jr. we can stack blocks together side by side in order to create programs made up of sequences.



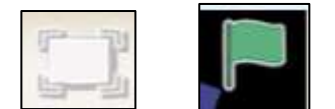
-**Deleting Blocks:** Blocks can be removed from programs by dragging them from the programming area back into the blocks palette.



-**Repeating Blocks:** For something to happen more than once, we can change the number underneath the block.



-**Running the Code:** Run your animation by tapping the full screen icon, and then the green flag.



### The Basics of Scratch Jr.

-**What is Scratch Jr?** Scratch is a website/ app that lets us code our own stories, games and animations.

-**Sprites:** Scratch Jr. uses characters called sprites. The main sprite is a cat called Scratch.

-**Home:** Clicking on the house takes you 'home' to your project screen.



#### Getting Started

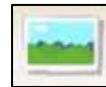
-The + (right) starts a new project.



-These (right) are the **programming blocks**. We drag them into the **programming area** (right). Clicking the block in the area makes the sprite perform on the stage.



-**Background:** Backgrounds are added by clicking this icon (right).



-**Start Blocks:** Start blocks are yellow. These are used to start/run programs.

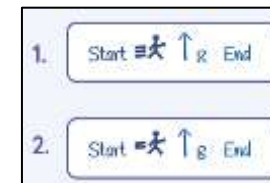


-**End Blocks:** End blocks are red. These show what happens at the end of your program.



### Algorithms and Programming

-An **algorithm** is a set of instructions for performing a task. Designing an algorithm can help us to make the sprite do the things that we want it to do.



-**Programming** is when we move the blocks into the position (based on our algorithm design). Our programming codes the sprite to perform the actions.



### Debugging

-Sometimes, things don't work exactly how we want them to the first time. This may be a problem with our algorithm, or we could have made a mistake in our programming.



-If the animation does not work correctly the first time, remember to **debug** it. This means finding and fixing the problems.



### Important Vocabulary

Programming

Scratch Jr.

Sprite

Home

Command

Block

Stage

Background

Algorithm

App