

| Key Vocabulary |
|----------------|
| program |
| debug |
| sequence |
| repeat |
| code |
| degrees |
| sprite |
| algorithms |
| error |
| forward |
| back |
| left |
| right |
| virtual |
| robot |
| statement |
| execute |



This is the Scratch program.

What is Scratch?

This half term we will be using a programming program called 'Scratch'

With Scratch, you can program your own interactive stories, games, and animations

Scratch helps children learn to think creatively, reason systematically, and work collaboratively (together).

Where can I explore programming further?

You can explore these sites to find out more about programming language:

<https://www.kodugamelab.com/>

<http://www.scratchjr.org/>

<https://www.gethopscotch.com/>

<https://www.bbc.co.uk/education/topics/zs7s4wx>

Key terms explained

- **Sprite** - In **computer** graphics, a **sprite** is a two-dimensional image or animation.
- **Tinkering** – This means to try things out. This is the explorative phase of learning about something. We often **tinker** when we encounter something new to find out what it does and how it works.
- **Programming** – **programming** is teaching the computer to do something.
- **Computer code** - **When you learn to code you can make things happen on your computer.** You can make anything you want with code. It could be a game, some pictures or a film. **Computer code** is a set of rules or instructions. It is made up of words and numbers and when you put them in the right order it will tell your computer what you want it to do. You can program lots of things with code.

How will I program my sprite to do things?

We will use blocks. For example:



These blocks each instruct the sprite to follow a simple instruction. When these blocks are combined they can perform some quite complicated functions. They can be used to draw and colour shapes for example.

