

Year group: 3	Term: Autumn 2	Unit: Programming- Scratch
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Must have knowledge:

- To know how to use loops to improve programming
- To know how decomposition is used in programming
- To know that you can remix and adapt existing code

Key Vocabulary:

Code: A set of instructions written in programming language, to tell a computer what to do.

Remixing code: Altering code that already exists.

Loop: A repeated sequence of instructions

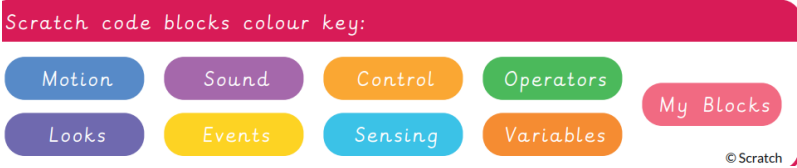
Repetition code: To create loops in your program, to make it more efficient.

Animation: Bringing concepts to life through 2D or 3D moving pictures or photographs, for example cartoons.

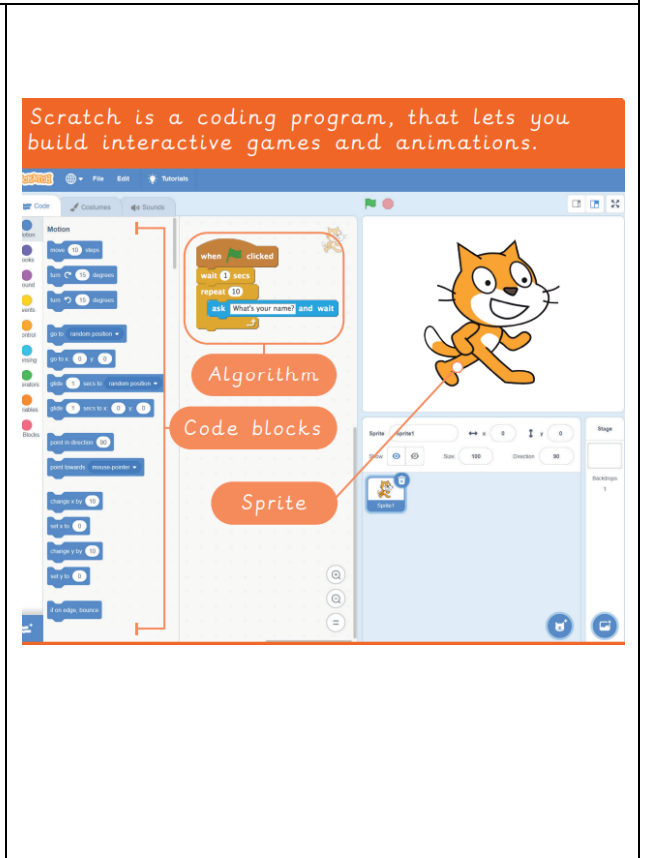
Key skills

- Incorporating loops to make code more efficient.
- Using decomposition to explore the code behind an animation.
- Using repetition in programs.

Scratch code blocks colour key:



Scratch is a coding program, that lets you build interactive games and animations.



The screenshot shows the Scratch interface with a script area on the left containing a 'when clicked' event block followed by a 'wait 1 secs' block and a 'repeat 10' loop containing an 'ask What's your name? and wait' block. The 'Code blocks' palette is open, showing categories like Algorithm, Code blocks, and Sprite. The Scratch cat sprite is visible on the stage.