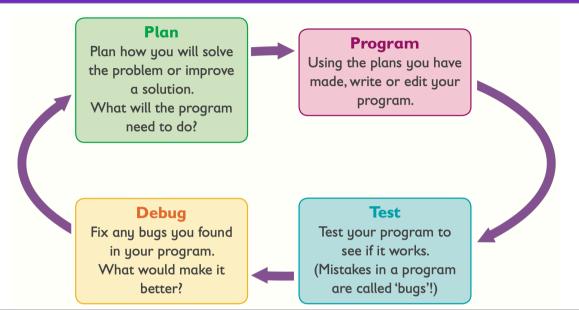


Year 3 Sequencing Scratch

| Key vocabulary | | | | |
|----------------|--|--|--|--|
| blocks | A process or set of rules followed in a sequence | | | |
| animation | A series of images put together to give an illusion of movement | | | |
| input | The information put into a computer | | | |
| output | The result of the computer running a process on the input data | | | |
| Scratch | A website/app that lets us code our own stories, games and animations. | | | |
| script | An automated sequence of instructions carried out in order | | | |
| storyboard | A sequence of pictures used to plan a film or animation | | | |

Apps/ Software Pyonkee Scratch

How we Program The Process of Iterative Development



| The | main | areas | of | Scratch |
|-----|------|-------|----|---------|
|-----|------|-------|----|---------|

| The Blocks Palette | Contains all of the different blocks | Mortes Mortes |
|--------------------------|--|--|
| Code Area | Where the blocks are place to create a program. | touting mass-points = 2 |
| Stage with Sprite | The output of the program is presented. The sprite is the character. | |