Computing – Programming: Further Coding with Scratch Knowledge Organiser

code – a set of instructions written in a programming language to tell a computer what to do.

code block – similar to puzzle pieces, they can be dragged, dropped and snapped together to create an algorithm.

conditional statement – helps the computer decide what to do next based on the user's response.

decompose – to break something down into smaller parts.

direction – how a sprite points or moves, such as up, down, left or right.

orientation – which way a sprite is facing.

position – where a sprite is on the stage.

quiz – a game or competition in which questions are asked and answered.

sprite – an image or character that moves or reacts to commands.

stage – where the action happens in scratch.

tinker – to explore and play with something to discover the key functions.

Scratch Coding Blocks

motion

Move, turn, slide or point a sprite in different directions.

looks

Add speech, thought bubbles, change a sprite's size or appearance or switch the background.

sound

Play sounds, add effects or change the volume and pitch when a sprite performs an action.

events

Perform an action when a keyboard key or sprite is clicked or when a condition is met.

control

Loops to repeat code, if statements for when conditions are met or clone code.