Programming Music with Scratch Knowledge Organiser

Bug – A mistake or error in the code, stopping the program from working as intended.

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

Code (verb) – To write in programming language (code).

Code block – A visual representation for a section of code that performs a certain job. They can be snapped together to build a program.

Debug – To remove and repair the error or mistake in computer code.

Live loop – Like loops, but instead of repeating a number of times, they go on forever. You can also have multiple running at the same time.

Loop – A repeated sequence of instruction

Pitch (music) – A musical term which refers to how high or low a note is.

Program language – The particular library of code which a piece of software is written in, for example Java and C++.
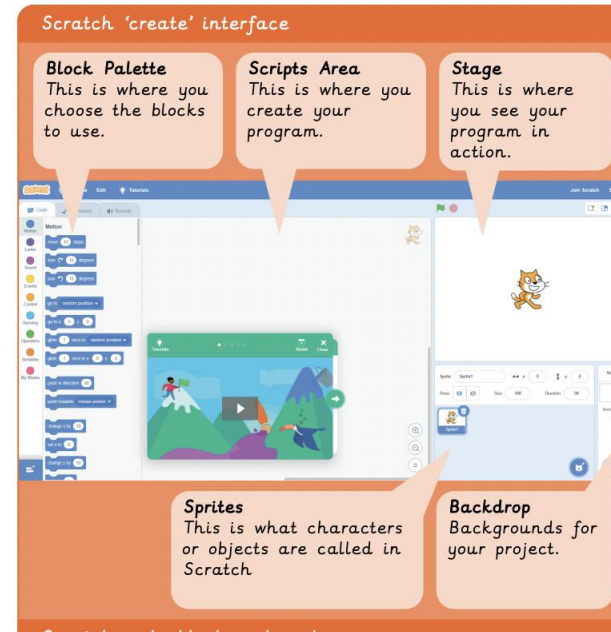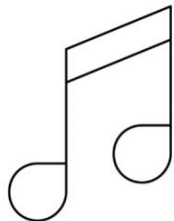
Rhythm – A musical term that refers to the 'pattern' of long and short notes.

Sprite – Visual objects that can be manipulated through code, for example to move, respond, appear or disappear.
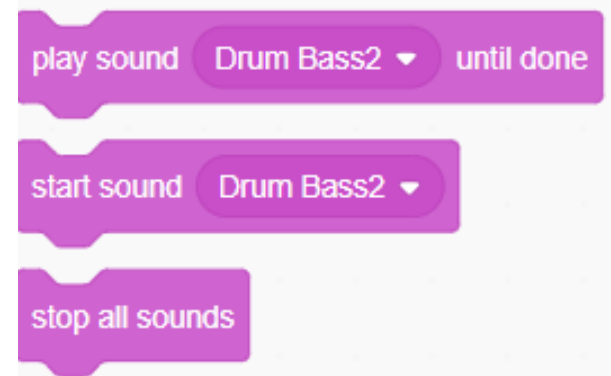
Soundtrack – A music record that accompanies a film or TV show.

Tempo (music) – A musical term which refers to the speed of the music.

Timbre (music) – A musical term which refers to the characteristic trait of a sound.

Scratch 'create' interface

Block Palette
This is where you choose the blocks to use.

Scripts Area
This is where you create your program.

Stage
This is where you see your program in action.

Sprites
This is what characters or objects are called in Scratch

Backdrop
Backgrounds for your project.

Sound

play sound Drum Bass2 ▼ until done

start sound Drum Bass2 ▼

stop all sounds

- Motion
- Looks
- Sound
- Events
- Control
- Sensing
- Operators
- Variables
- My Blocks