Aston on Trent Primary School
Computing Knowledge Organiser

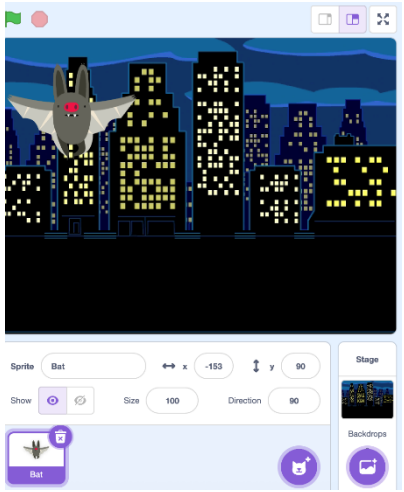
Curriculum overview

- In this unit we will be learning about the components of Scratch. We will identify Scratch as a coding application and explore its different code blocks. We will also make predictions about what code blocks will do and test these ideas as well as create a simple animation by combining motion, speech and wait blocks.

Key vocabulary

program	A set of instructions that tells a computer or device what to do and how to do it.
debug	To find and fix mistakes in a computer program so that it works correctly.
decomposition	Breaking a big problem or task into smaller, easier steps so it is easier to solve.
evaluate	To look carefully at something you have made and decide what works well and what could be improved.
loop	An instruction in a computer program that makes something happen again and again.

Our topic is...



Programming: 'Scratch'

Sticky knowledge

Scratch reads the code blocks from top to bottom, like reading a book.

If you want something to repeat, you must use a repeat or forever block.

Blocks snap together to build a set of instructions (a script).

The green flag can be clicked to test the code and see what happens.

Decomposition is the process of breaking down a task or problem into smaller parts.

Breaking down a problem into smaller parts makes it easier to solve.

- The **'say'** block makes a character speak. This helps to show what the character is thinking or feeling.
- The **'glide'** block controls how a character moves. This shows action or travel.
- The **'play sound'** block helps set the mood or signal that something important is happening.

Scratch fundamentals

- Scratch has different block categories like motion, looks and sound.
- Blocks snap together to build a set of instructions (a script).
- The green flag can be clicked to test the code and see what happens.
- The sprite and background can be changed to make the project look different.

