

5 words to remember

algorithm: a sequence of precise instructions or steps to achieve a goal

code: instructions (or sometimes rules) that can be understood by a computer; in Scratch, code blocks are visual, which helps to identify their purpose

decomposition: breaking down a problem into smaller steps

event: something that happens within a computer program to cause code to run, for example when a particular button is pressed, such as the green flag or 'when I receive' button

sequence: placing programming instructions in order, so that each happens one after the other

Knowledge check: Choosing sound for a project

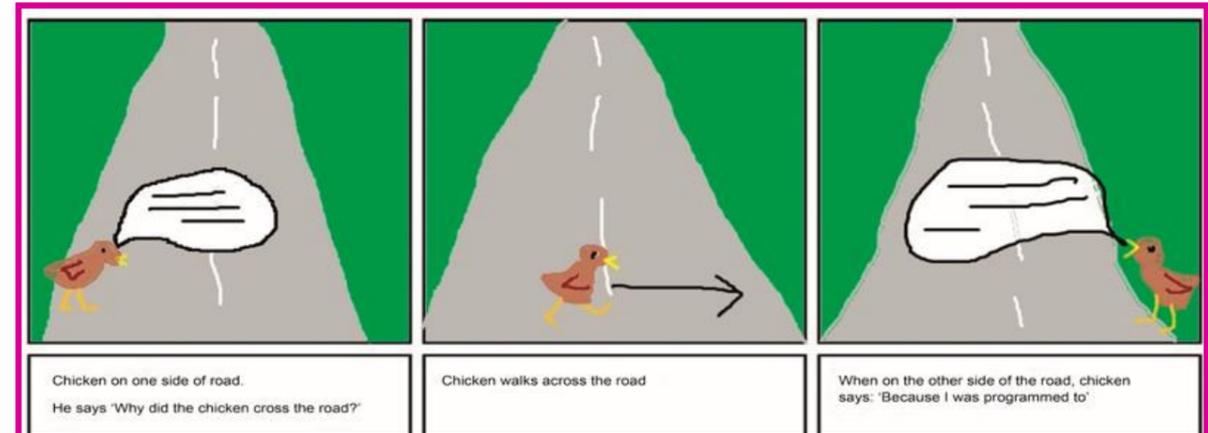
When creating a project, it is important to use only content that we have permission to use. Which of these would be OK to use as background music for a project? (Select one answer.)

- a) Creative Commons licensed music
- b) Music you recorded with a microphone from YouTube
- c) Music your friend downloaded from Spotify
- d) Any music you want



Key takeaways

- ❑ Programming involves expressing a **sequence** of instructions (an **algorithm**) in a particular programming language, to solve a problem. An example is creating an animation.
- ❑ Animations can be made using drawings, photographs or models. Sprites in Scratch can be used in animations.
- ❑ Using a storyboard to plan helps by providing pictures of key scenes (frames) that will appear in the animation. A storyboard helps to **decompose** (break into smaller parts) the process of making an animation.



Knowledge check: Scratch block categories

There are many different coding blocks in Scratch and they are organised into different categories. Here are some of the categories:

	Motion blocks control sprite placement, direction, movement and rotation.
	Looks blocks control how the sprite looks and the background appearance. They also allow text to be displayed on screen.
	Sound blocks control the playing and volume of audio and music files that have been selected from the library or uploaded.
	Events blocks decide when and how events are triggered in the program.
	Control blocks are used to control parts of the program, for example pausing or repeating events.

Test yourself: Here are some other icons you will use in Scratch. Can you identify what they do?



- ❑ Animations in Scratch show motion (movement).
- ❑ Background images and sounds can be added.
- ❑ When creating content, such as an animation, it is important to use only images and sounds that we have permission to use.
- ❑ Some sprites in Scratch already come with different costumes, such as the ballerina sprite below. These can be programmed using the 'next costume' block, as you can see in the **code** below.

