

Year: 1
Term: Summer 2
Topic: Computing - Programming Animations



Programming is when we make a set of instructions for computers to follow.

Scratch Jr. is a program we can use in order to code our own stories and animations.

A **sprite** is a character on the screen.

We use **algorithms** to program the sprite to do different things.

Press + to start a new project



Programming blocks:

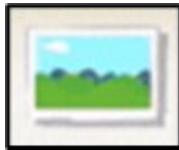
drag and click block in area for sprite to perform



Moving blocks: make the sprite move



Background: added by clicking this icon



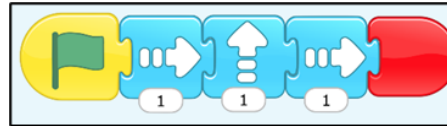
Start blocks: start/run program



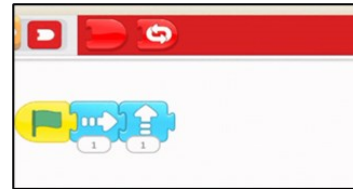
End blocks: show what happens at the end of program



Sequence: blocks stack together side-by-side to create a program



Deleting blocks: drag these back to blocks palette



Repeating blocks: change the number underneath to make something happen more than once



Run by tapping the flag



Glossary

algorithm A set of instructions to perform a task.

block Pieces of code that fit together to make a computer do something.

command A single instruction that can be used in a program to control a computer

debug Finding and fixing some-

predict Guess what might happen next based on what you know.

reset This returns all characters to their initial starting positions on the stage.

run To action the commands in a program.

sequences Pattern where one thing follows another.

