

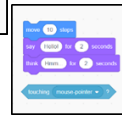
Year: 3
Term: Spring 1
Topic: Programming - Sequencing sounds

What is Scratch Jr? Scratch is a website/app that lets us code our own stories, games and animations.

The Blocks Palette contain all of the different blocks: puzzle piece commands which control the animation.



puzzle piece commands

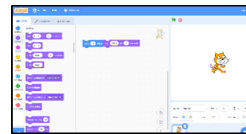


Code Area is where the blocks are placed to create a program.



Stage with Sprite is where the output of the program is presented. The sprite is the character.

Adding/Removing Sprites: This can be done here, at the bottom of the stage. There are many sprites to choose from here.

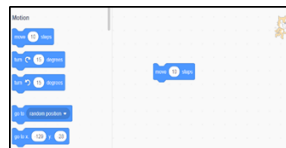


Attributes: There are three attributes of the sprite which we can change to make our animation: Code, Costumes and Sounds.

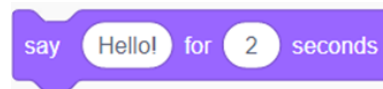
Backdrops: Backdrops can be added by clicking on this icon (bottom right of the screen, below the stage).



Basic Programming: Make sure that the feature of the stage that you want to program (e.g. sprite, background) is selected by clicking on it.



Block Editing: White areas on blocks can be edited. Click on them and type in the preferred value.



Running the Code: You can run your animation by performing the action stated in the event block (e.g. clicking the event block). If this does not work, you may need to debug your animation (find errors and fix them).



Glossary

- actions** Things the computer does, like moving or changing something.
- algorithm** A set of instructions to perform a task.
- blocks** Pieces of code that fit together to make a computer do something.
- chord** When three or more musical notes are played at the same time.
- programming** This is when we make a set of instructions for computers to follow.
- sequence** A pattern or process in which one thing follows another. (In Scratch, blocks can stack vertically on top of one another to create sequences.)

Making music

Several sprites, each following connected sound sequences, can create music!

In order to do this, you will need to carefully plan your algorithm.

If your animation does not work correctly the first time, remember to debug it.

