

Computing - Programming: Further coding with Scratch

code	A set of instructions written in a programming language to tell a computer what to do.
code block	Similar to puzzle pieces, they can be dragged, dropped and snapped together to create an algorithm.
conditional statement	Helps the computer decide what to do next based on the user's response.
decompose	To break something down into smaller parts.
direction	How a sprite points or moves, such as up, down, left or right.
orientation	Which way a sprite is facing.
position	Where a sprite is on the stage.
quiz	A game or competition in which questions are asked and answered.
sprite	An image or character that moves or reacts to commands.
stage	Where the action happens in Scratch.
tinker	To explore and play with something to discover the key functions.
variable	A container or holder for storing information that can change, e.g. numbers or text.

Examples of Scratch sprites



Key facts

Scratch coding blocks

Motion:



move, turn, slide or point a sprite in different directions.

Sound:



play sounds, add effects or change the volume and pitch when a sprite performs an action.

Looks:



add speech, thought bubbles, change a sprite's size or appearance or switch the background.

Events:



perform an action when a keyboard key or sprite is clicked or when a condition is met.

Control:



loops to repeat code, if statements for when conditions are met or clone code.

Operators:



maths blocks, e.g. more than, less than, equal to, and, or and not statements; (+, -, x, ÷)

Sensing:



respond to certain actions, such as moving the mouse pointer, questions, timers and dates.

Variables:



Create and manage variables, track a score or remember a user's name.

My blocks:



create your own coding blocks, give them a name and add instructions.

