

In Year 2, you learnt:

- computers can only follow clear and unambiguous instructions
- different orders of instructions will affect the outcome
- algorithms and programs are predictable



Key Vocabulary		
scratch	costume	go to
programming	stage	glide
blocks	backdrop	sequence
commands	motion	event
code	turn	task
sprite	point in direction	design
run the code	note	chord
bug	debug	

Programming environments such as Bee-Bot and

ScratchJr are similar because _____

and different because _____.

The sprite does this because _____.

I enjoyed making my sprite move because _____.

If you _____ then _____.

As a result of _____ I conclude that _____.

After _____ I predict that _____.

The sprite looks good because _____.

Key Facts

- an object (sprite) can be controlled by commands
- programming blocks (Scratch) can be designed to control an on screen object - sprite
- sequences can be created by joining blocks of code together
- even numbers and a representation of music are both examples of sequences
- a program can be started in a variety of ways
- a sequence of commands can have an order
- motion and sound can be combined in one sequence

