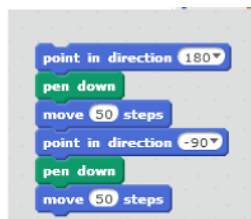
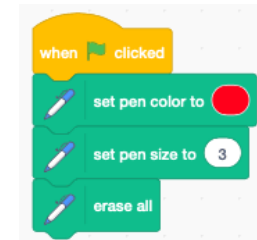


In Year 2, you learnt:

- a sequence shows the order in which things happen
- computer programs run in sequence
- a sequence of commands has an outcome
- the 'design' is the task of designing artwork and algorithms



Key Vocabulary		
motion	extension block	setup
event	pen up	code
sprite	set up	debug
algorithm	design	errors
logic	action	resize
move	debugging	

I would improve this program by _____.

“ These two sprites are similar because _____
but different because _____.

If you _____ then _____.

The sprite is _____ because _____.

In my opinion 'setup' is important when using a sprite for drawing because _____.

I believe these pen blocks have been used because _____.”

When debugging first ____ then ____ next ____



Key Facts

- characters in Scratch can be moved using 'events'
- 'events' are used to sense 'inputs', which then trigger scripts to run
- input devices allow us to give instructions to computers
- initialisation is the process of setting starting values (variables) for a program, so that the program starts in the same way each time
- a bug is an error in the design or the coding of the program
- debugging is finding and fixing an error in the design or the coding of the program
- Debugging: Review the task (what should the project do?) Test the project. Identify the bug. Fix the bug. Test the bug fix - does the code now do what it

