Computing Knowledge Organiser
Term 3 – SCRATCH Sequence in Music
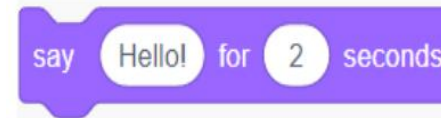
Seven Fields Primary School

Key Content (New Learning)

To know that sprites are controlled by the commands chosen	To know how to use blocks to create a program	To create a program to move a sprite in four directions	To identify and fix bugs in a program

Unit Overview		Vocabulary
Lesson 1	Introduction to Scratch – familarise with the layout. Identify the objects (sprites and backdrops) and explain the attributes they can have. Recognise the commands in Scratch are represented as blocks.	Debug – finding an issue in a programme and repairing it
		Sprite – an animated image
Lesson 2	Programming sprites - Create movement for more than one sprite. Create a code to replicate a given outcome. Use different motion blocks.	Scratch – a website/app that lets us code our own stories, games and animations
Lesson 3	Sequences – Join blocks of code together. Use event blocks to start a project in different ways.	Algorithm – a set of instructions to perform a task
Lesson 4	Ordering commands – Combine motion and sounds in a sequence. Use costumes to change the appearance of a sprite, and backdrops to change the appearance of the stage.	Command – a single instruction that can be used in a program to control a computer
		Motion – movement of an object
Lesson 5	Make an instrument – design and create own project including sequences, sprites, costumes and multiple backdrops.	Backdrop – an image that can be shown on a stage
End Point	Create a piano in Scratch	Chord – a combination of 3 or more notes played together