Y4 – Coding with Scratch

Programming Scratch - key language		
Commands	Instructions that can be used to create a program.	
Bug	An error in code that stops it running as expected.	
Code block	A representation of text based code that can be linked together.	
Lоор	A repeated sequence of instructions.	
Algorithm	A list of instructions.	
Sequencing	Placing instructions in a particular order.	
Decompose	To break something down into smaller parts.	
Loop	A repeated set of instructions.	
Predict	To make an educated guess at what might happen.	
Script	Text based list of programming instructions.	
Variable	A changeable part of memory in a computer program.	
If statement	A logical statement that allows a program to make choices.	

Key outcomes

To sequence programs.

To solve problems by decomposing into smaller parts.

To design, write and debug programs that accomplish specific goals.

To include control, simulation or solve problems when decoding.

To use sequencing and selection.

To understand what a variable is and how to use them in code.

To know how to use conditional/logical statements.

Scratch block coding		
Motion	Sensing	
Looks	Operations	
Sound	Variables	
Events	My Blocks	
Control		

