

Y3 – Programming with Scratch

Programming with 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.
Loop	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 and understand how algorithms work.

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.

To understand how to use loops to make a program more efficient.

To know how to use conditional/logical statements.

Scratch block coding

Motion	Sensing
Looks	Operations
Sound	Variables
Events	My Blocks
Control	

