

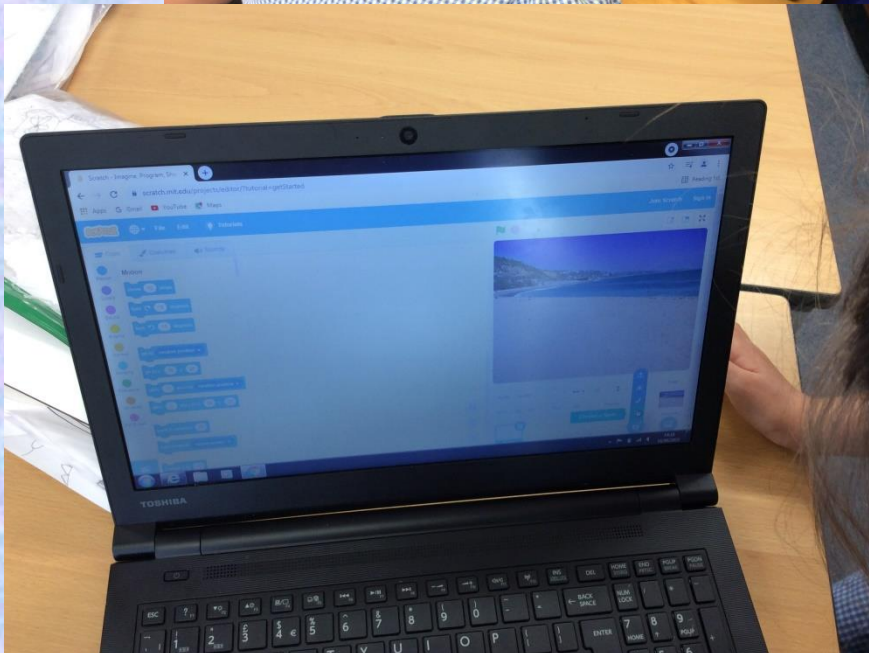
# Class Cremyll

## Computing

### Programming with Scratch

Understand what an algorithm is and how they're used on digital devices;  
create and debug simple programs; use logical reasoning to predict the  
behaviour of simple programs.

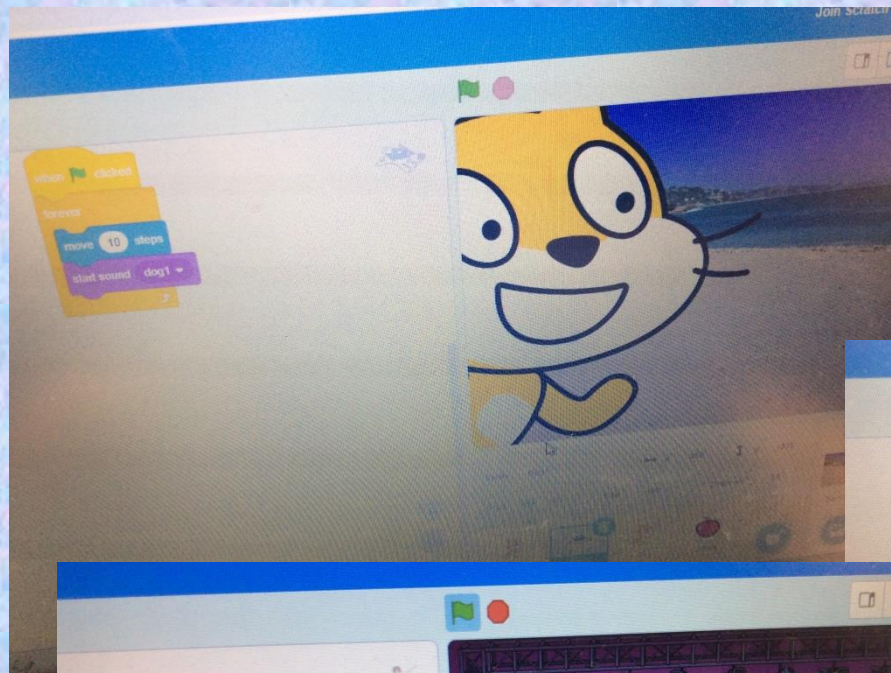
First, we learnt how to choose a sprite (character) and how to choose a background.



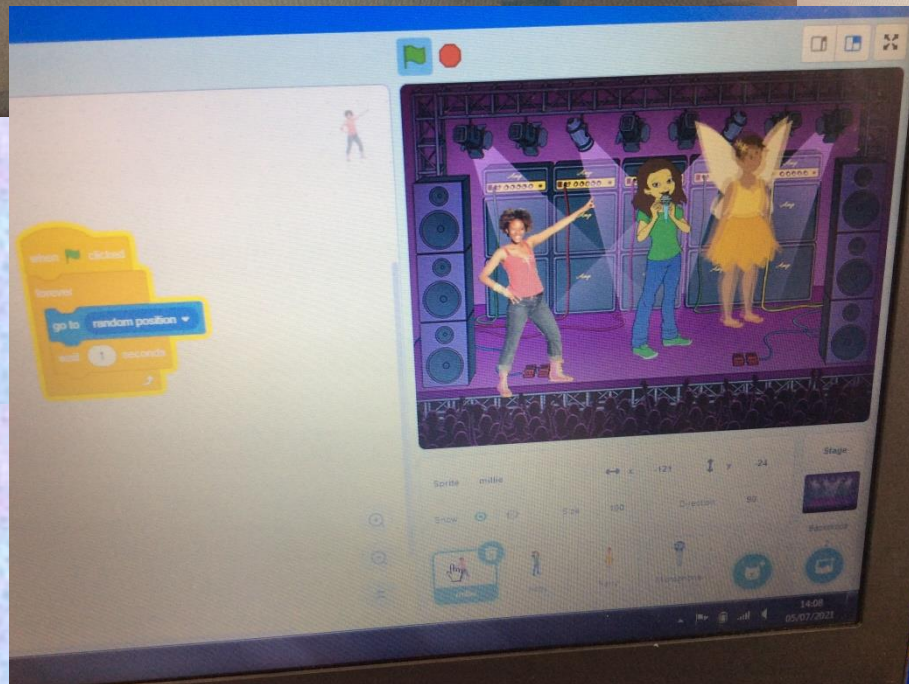
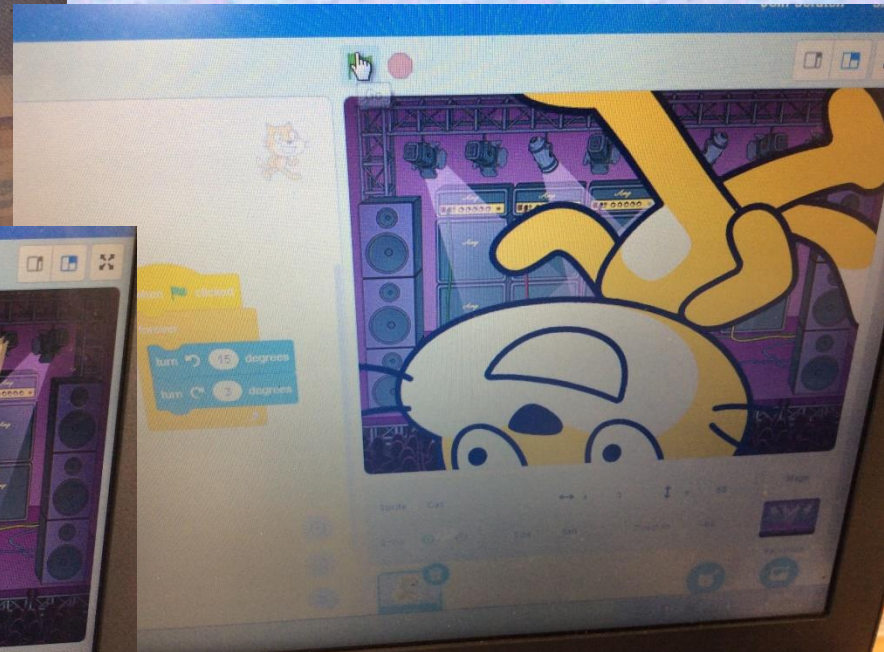
"I really like cats so I chose the flying cat."

"We changed our background when we swapped over. I think the space one is awesome."





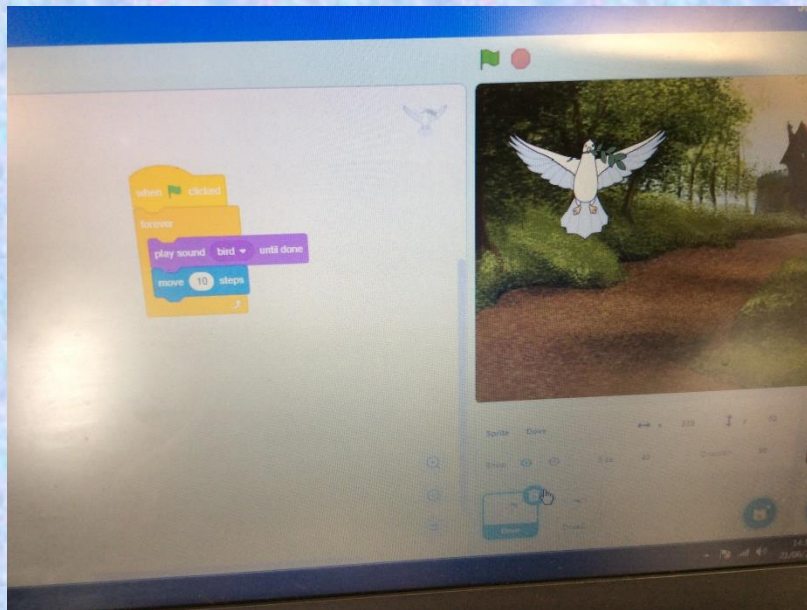
"We changed the numbers in the size instruction."  
 "A number bigger than 100 made the sprite grow and a number smaller than 100 made it shrink."



Next, we learnt how to make our sprite grow and shrink.

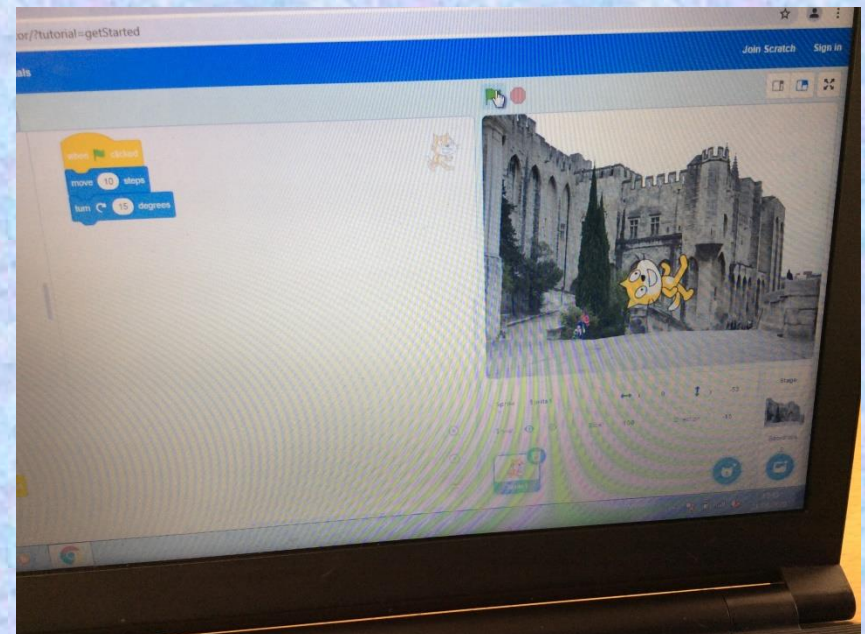
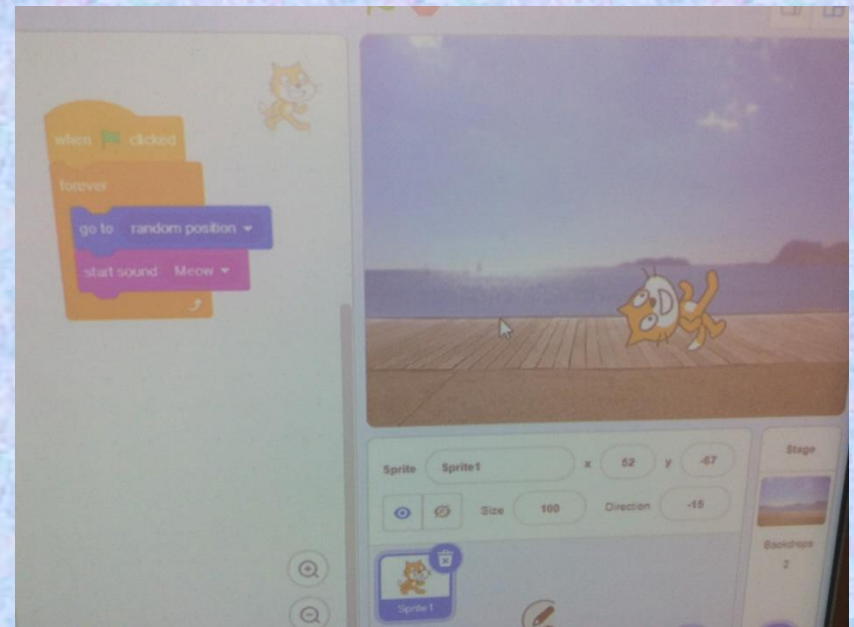


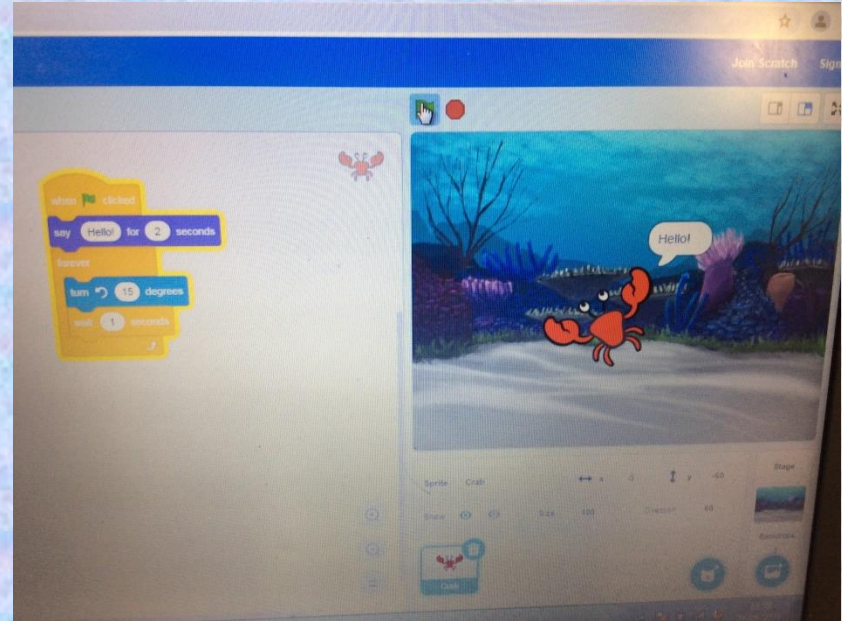
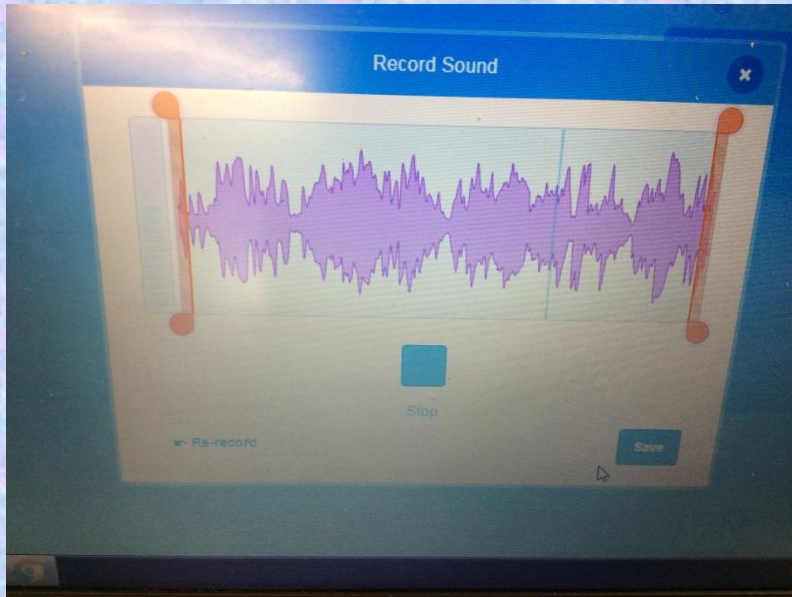
Then, we explored using instructions to make our sprite move in different ways.



"We used the random instruction and it made the sprite move all around the screen."

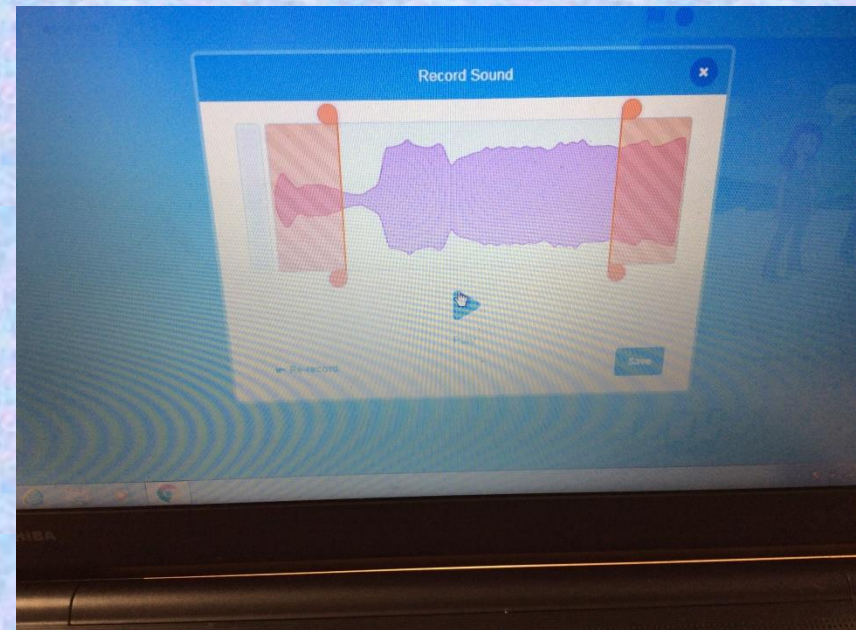
"We used the steps button."



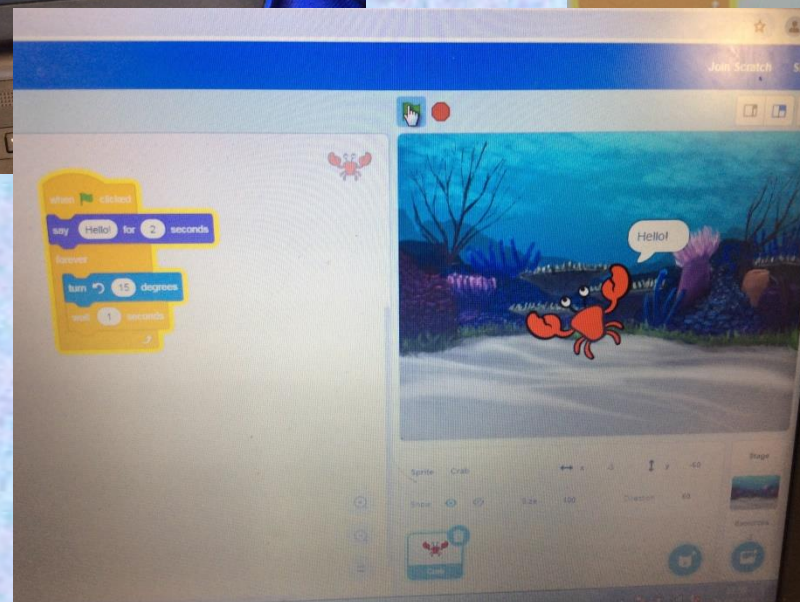
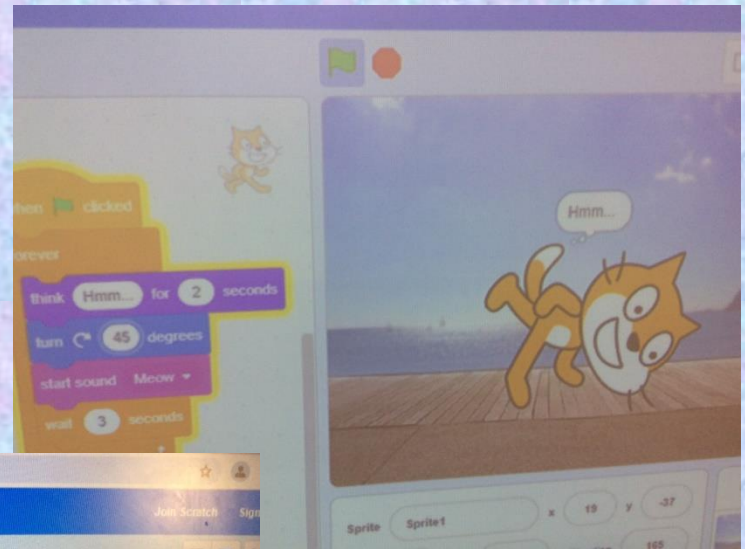
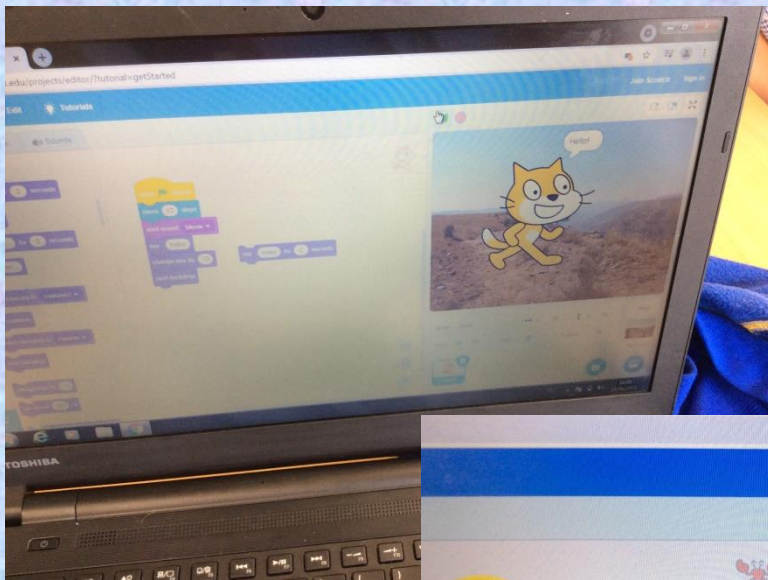


After that, we investigated choosing programming blocks to add sounds.

"I really enjoyed recording my own sound for the sprite."  
"The cat meowed and we could get the crab to say hello."







"Writing a program is like when a robot follows a set of instructions."

"Our sprite changed into rainbow colours and we gave another sprite a scarf."

Finally, we created a program that linked a few instructions together in a sequence.



Create a program using ScratchJr to animate a character.

## Forever Facts

Computer programs are made up of a sequence of instructions.

We use instructions in everyday life, for example, using a recipe when baking a cake or learning how to play a new game like Top Trumps.

Coding means telling a computer what to do by giving it commands.

Computer programmers use a variety of coding languages to write a computer program.

Many devices are controlled by a computer program, for example, a television and a mobile phone.

ScratchJr is a programming language that helps you to create your own interactive stories and games.

In ScratchJr, you snap together building blocks that make characters move, jump, dance and sing.

## Exciting Books



## SMSC

Spiritual - having a fascination in learning about the world around us / use of creativity and imagination in our learning / willingness to reflect on our experiences  
Social - working together.

## Subject Specific Vocabulary

program	a program is a set of instructions that a computer uses to do a job
code	writing code means to write instructions for a device like a computer
sprite	a sprite is a character
instruction	words or pictures that tell you how to do something
animate	making characters move
sequence	a sequence is made up of several things put together, one after the other
debug	looking for and correcting errors in the code

## Skills

Understand how to make something move around.

Repeat a series of actions for a purpose.

Explain what has happened when using instructions to control something.