

## Key vocabulary

**sequencing** the specific order in which instructions are performed in an algorithm.

**input** information which goes into a computer.

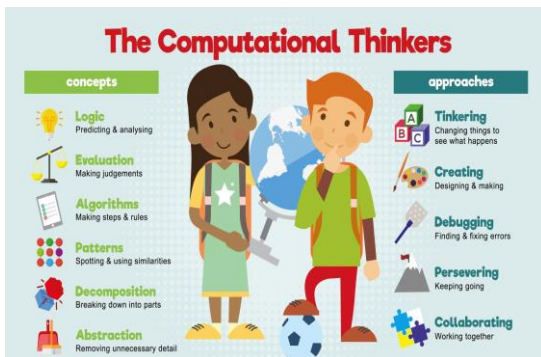
**Selection** when you choose part of something.

**Repetition** when part of a program repeats itself.

**variable** a value which can change

**co-ordinates** numbers which determine the position in a particular.

**event** an action which causes something to happen.



# Year 5 Computer Science

## Key Facts

### Coding – Scratch: Adventures in Space

When you learn to code you can make things happen on your computer.

Computer code is a set of rules or instructions. Scratch uses blocks of code to control sprites.

We can design or upload our own sprites (such as a rocket). To delete an unwanted sprite you right click on the sprite then click delete. To design your own sprite you click on the "Paint new sprite" icon. The "set size to \_\_ %" script allows you to change the size of each sprite. To change the speed of a sprite you can increase the number of steps moves by using the "move \_\_ steps" command (which is in the movement section). A new background can be chosen from the backdrops library. We need to click on the "Stage" icon, chose the backgrounds tab and click on "Choose backdrops from library". Sprite can be control using different keys. "When \_\_ key pressed" allows you to perform an "event". An event is an action that causes something to happen, such as your sprite moving to rotating. The "turn \_\_ degrees" command will rotate a sprite. Increasing the number of degrees will increase how much the sprite rotates. You must regularly run your program as you are writing it, to check it works. This might be after adding each new command. If it doesn't do as you wished, you should debug your program.



**Links to prior learning:**  
Robot Mouse and Coding apps – Reception  
Bee-Bots & Algorithms – Year 1  
Algorithms & Scratch Jr – Year 2  
Scratch – Year 3  
Coding & Scratch – Year 4