Key Facts & Vocabulary

Year 6 Computer Science

Scratch - Patterns

Commands in Scratch tell the computer what to do, and we create a program by joining commands together. It is very important that the events happen in the correct sequence.

sprite an object that is controlled by blocks and scripts e.g. a Tile. stage the area where the sprites live.

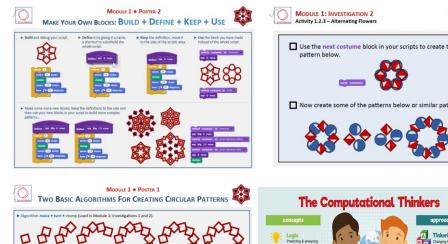
block a command which tells the sprite what to do. It can be run by clicking on it. stamp is a block which tells the sprite to print its image on the stage.

hat block is always placed at the top of a script.

script a sequence of blocks snapped together — a program. It can be run by clicking on any part of the script. scripts area the area where the blocks and scripts are built, kept and run.

debugging the process of fixing or improving a program (i.e. script).

repetition means running a sequence of commands a certain number of times. total turn total number of degrees the sprite turns when running a script. costumes alternative ways that a sprite can look on the stage. pattern repeating sequence when stamping a sprite's costume or costumes. definition is the script that is connected to the define hat block of a new block. This says what a new block will do when clicked.



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Links to prior learning:

Yr 2 - Scratch Jr, sequencing, Algorithms Yr 3 - Scratch 3, game design and fossils Yr 4 - Kodable & Scratch, programming, algorithms, animations, games Yr 5 - Scratch 3, Space Adventures,