

Year 4/5



ICT

Summer 1

Scratch



Vocabulary

Sprite – sprites are the images on a Scratch computer programme screen.

Script – a script is a program or sequence of instructions that is interpreted or carried out by another program rather than by the computer processor.

Conditional statements - a conditional statement tells a program to execute different actions depending on whether a condition is true or false.

Variable - Variables are used to store information to be referenced and manipulated in a computer program.

Coordinates – A set of values that show an exact position.

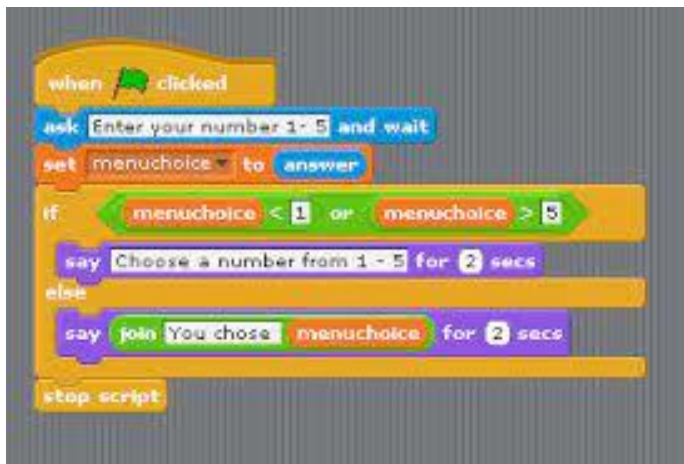
Change value - meaning increase, the value of a variable by some amount.

Loop – Loops are a programming element that repeats a portion of code a set number of times until the process is complete.

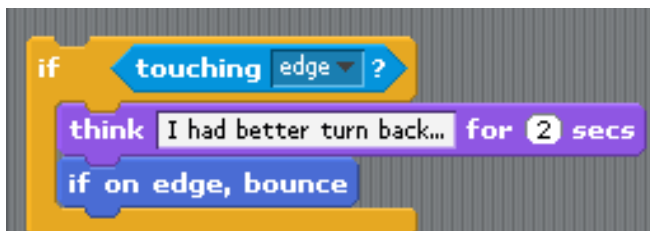
Random - The term random refers to any collection of data or information with no determined order, or is chosen in a way that is unknown beforehand.

Vocabulary

“When” statements – A “when” statement is used to start off the coded sequence, for example ‘when’ the mouse is clicked, the sprite moves around the screen.



“If” statements - An “if” statement creates a branch within your program so that your code 'makes decisions' when something happens within the programme.



Before we learn our topic:

What is an 'if' statement?

Why would you use an 'if' statement in coding?

What is a 'loop' used for in coding?

After we learn our topic:

What is an 'if' statement?

Why would you use an 'if' statement in coding?

What is a 'loop' used for in coding?
