

# Year 2 Robins Computing Summer 2

## Programming



Scratch Jr is the visual programming language we will be using to introduce the class to computer programming.



Scratch enables children to combine blocks to form an algorithm to instruct a sprite to complete a specific effect.

Key Vocabulary	Definition
algorithm	An algorithm is a part of the design of the program. It is a set of precise instructions showing what you want the program to do.
command	An instruction to a computer to perform a specific task
compare	Examining the differences between programmes.
effect	What happens as a result of the program.
programming	To write a computer program.
programming area	Where the programming blocks are placed to form the program
programming block	Each block contains an instruction. The blocks are linked together to form a program.
run	To tell the computer to start the program.
sprite	An object or character in a game or animation.
value	How many times the programming block will be repeated as part of the program.

### Scratch Junior Programming Blocks

Triggering blocks – start a program



Motion blocks – specify what movement is done



Looks blocks – state the appearance



Sound blocks



End block



### Creating a programming script



Programming blocks are joined together to create a programming script. Most scripts start with a Triggering Block and finish with an End Block.

The commands in this program (represented by motion block and looks blocks) each have a **value**. This tells the program how many times each command must happen.

### Debugging

Sometimes a script doesn't work exactly how we want it to. This might be caused by an error in the algorithm.

If an algorithm doesn't work how you expect it to, you need to debug it by finding and fixing the error. You might need to try more than once to fix the problem – use your **resilience** and don't give up.