

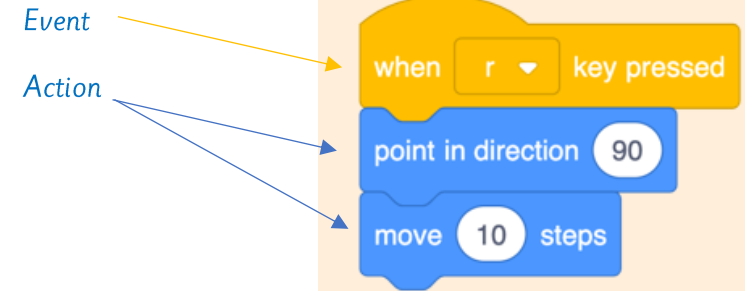
Year 3 Magpies

Computing

Summer 2

Programming events and actions in programs

A program block that shows an action happening after an event.

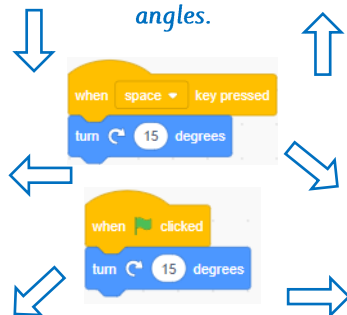


Key Vocabulary	Definition
algorithm	An algorithm is a part of the design of the program. It is a set of precise instructions showing what you want the program to do.
blocks	Each block contains an instruction. The blocks are linked together to form a program.
commands	An instruction to a computer to perform a specific task.
direction	The line or course along which something moves, lies, or points.
debugging	Fixing mistakes that are stopping the event and action from completing.,
duplicate	Having two parts exactly the same or alike
event	In programming, an event is an action that occurs as a result of the user or another source, such as a mouse click
Loop	Actions that are repeated
programming	A set of instructions that the computer understands.
scratch	The programme we will be using to programme characters and events.
sequence	A pattern or process in which one thing follows another.
sprite	An object or character in a game or animation.

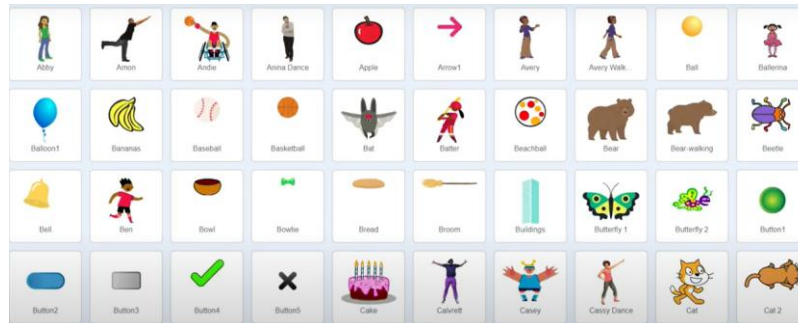
The blocks work together to create something happening.



Sprites can travel in different directions. They work in angles.



A selection of Sprites from Scratch that you can add into your algorithm



Debugging (fixing mistakes)

- Check the event block is at the top (e.g. when green flag clicked)
- Make sure blocks are snapped together properly (no gaps)
- Check you are pressing the correct key or button
- Check the numbers/values are correct (e.g. move 0 won't work)
- Press the green flag to start the program
- Check the sprite is visible and on the screen
- Test your program step by step to spot mistakes