

Year 1 Swans Computing Summer 2

Programming



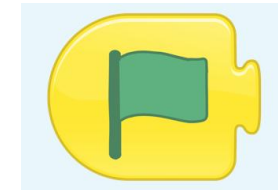
Scratch is the visual programming language we will be using to introduce the class to computer programming.



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

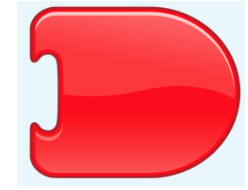
Key Vocabulary	Definition
algorithm	An algorithm is a part of the design of the program. It is a set of precise instructions showing what you want the program to do.
command	An instruction to a computer to perform a specific task
compare	Examining the differences between programmes.
effect	What happens 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

Start blocks



Start blocks in scratch are yellow. They are used to **start** or **run** the program.

End blocks



End blocks in scratch are red. They are used to show what happens at the end of the program.

Sprites



A sprite is a character in the game or animation. Within a program, each sprite has its own program.

Changing a value



The commands in this program have different values. The sprite will move right 5 times and turn once.