

Computing

Coding

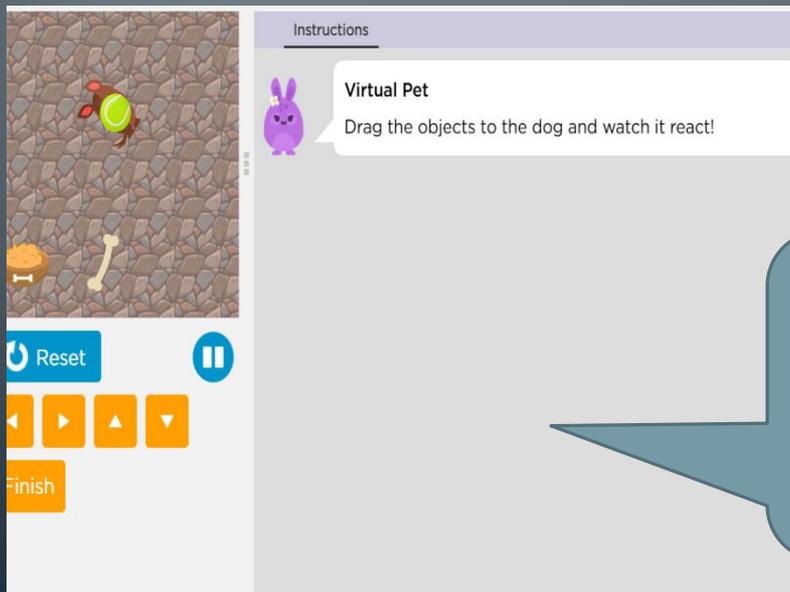
Lynher Autumn 2 2022

I can explore apps when coding.

I made predictions about what happens next.

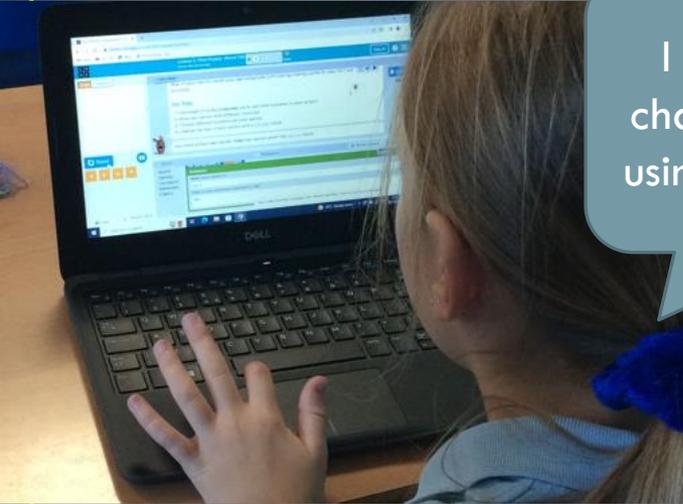


Sprite is something you can interact with by changing movement, behaviour or appearance



Different commands caused different reactions to the sprites.

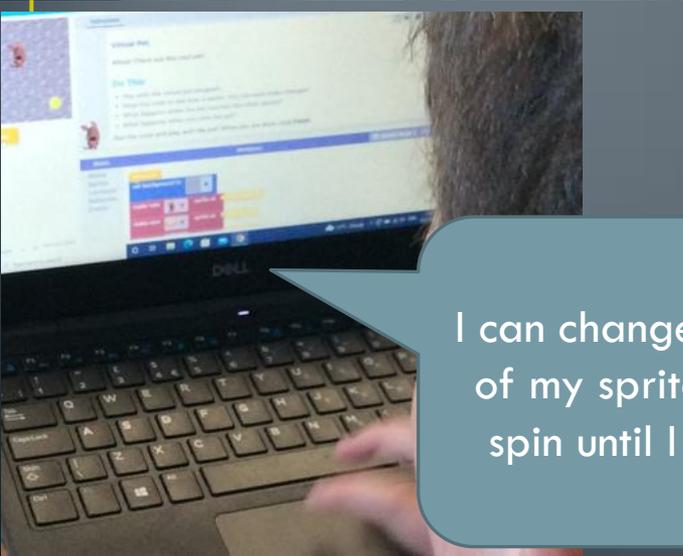
I can build my skills to create animations.



I made a sprite and changed its location by using the location block.



We need to adapt and modify the programme to refine animations.



I can change the behaviour of my sprite by making it spin until I tell it to stop.

I can apply my learning to create a virtual, interactive pet.

We had to read the code to see how it works and make changes.

We could assign behaviours and create sprites for our 'pet'.

We needed to debug when the program didn't respond as expected.

The screenshot shows the Scratch workspace for a project titled "Lesson 5: Mini-Project: Virtual Pet" (last updated 12 minutes ago). The workspace is divided into several sections:

- Code:** A "when touches" event block is visible, with a rabbit sprite selected.
- Costumes:** A palette of various costumes including a robot, a cat, and a penguin.
- Do This:** A list of instructions: "1. Drag out a when touches event block. Select your two sprites. 2. Use a change size block below this event to make your pet grow." Below this is an "Optional Challenge:" section with the instruction: "Play a sound when your pet eats its food."
- Blocks:** A palette of code blocks including "when run", "set background to", "make new sprite at", and "sprite at".
- Workspace:** A small rabbit sprite is visible on the stage.

At the bottom of the screen, the text "Version: 2022" is visible.

What I have learnt before:

Scratch

Loops and conditionals



Personal Development: The real life knowledge that links is: to understand how everyday things are made

The jobs it can be used in are: programming, app design

Forever Facts

I know what a sprite is

I know how to debug

I know how to program behaviours and events

I know that programs can respond to timed events and user input

Skills

I can create sprites and assign behaviours

I can develop programs that respond to timed events

I can develop programs that respond to user input

I can identify problems and debug

Exciting Books



Our Endpoint

I can create an interactive virtual pet

Subject Specific Vocabulary

behaviour

an action that a sprite performs continuously until it is told to stop

sprite

a graphic character on the screen with properties that describe its location, movement and look

event

an action that causes something to happen

algorithm

a list of steps to complete a task

program

an algorithm that has been coded into something that can be run by a machine