



Topic: Sequences with Scratch

Cycle A
Summer 1 Y3/4

Did you know ...
That Scratch isn't only for beginners.
Sequences need to be in the right order-like the alphabet, counting in order or playing a piece of music.



New Vocabulary

Code	A set of instructions using blocks.
Costumes	How your sprite looks.
Sounds	The sounds you can add to your sprite.
Backdrops	The appearance of your stage.
Sequence	A pattern or process in which one thing follows another.

Career links

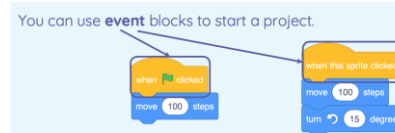
Game designer-Scratch projects can spark an interest in pursuing a career in game design, animation, or 3D modelling.

New Knowledge

Scratch is a programming environment.

Each block in Scratch is a command which controls your sprite or stage.

A program must have a start.



A program carries out a sequence of commands in a set order.

We can make design choices for our artwork.

Prior Learning

In Early Years, pupils learned:

That we can use technology in lots of different ways.

In Year 1/2, pupils learned:

Programming is when we make a set of instructions for computers to follow.

An example of this is an algorithm. We use algorithms to tell robots what we want them to do.

The steps in an algorithm need to be in the right order. We can think of everyday examples, like putting on your jumper before your coat!

How to program a BeeBot, making it move forwards, backwards, left and right.

How to use Scratch Junior, adding simple blocks to create code.

	Make the frog move 10 steps	➡
	Make the penguin turn clockwise	↻
	Make the dog turn anticlockwise	↺

Tick when you finish each task

Add at least two new sprites	
Add at least two new backdrops	
Add 'move commands' to each sprite	

Sprites and commands available

Sprites Choose three: Horse Parrot Frog Crab Dog2	Event Choose a different one for each sprite: <ul style="list-style-type: none">When the flag is clickedWhen the sprite is clickedWhen (key) is pressed	Motion Choose at least two different commands for each sprite:
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