

## Further coding with Scratch

|                       |   |
|-----------------------|---|
| Code (computer)       | A set of instructions written in programming language, to tell a computer what to do.   |
| Code block            | A visual representation for a section of code that performs a certain job. They can be snapped together to build a program.                                   |
| Conditional statement | A rule which states that something cannot happen until certain requirements are met.  |
| Decompose             | To break something down into smaller chunks.  |
| Direction             | A way in which something moves such as up, down, left, right.   |
| Feature               | The individual parts that make up something.  |
| Icon                  | A small image which represents something or someone.  |
| Orientation           | Positioning to a particular place or direction.   |
| Position              | The location of where something or someone is.  |
| Program verb          | To write code based instructions for a computer to process.   |
| Project (Scratch)     | A creation developed within the Scratch program.  |
| Scratch               | A coding program, in which you can develop interactive games and animations.  |
| Sprite                | Visual objects that can be manipulated through code, for example to move, respond, appear or disappear.   |
| Stage (Scratch)       | The background of the Scratch project to suit your game, animation or project.  |
| Tinker                | To explore and play with something to discover the key functions.   |
| Variable              | This could be a number or text, that can change each time the program is run and often in combination with selection to change the end result of the program. |

### Examples of Scratch sprites:



## Key facts

### Scratch coding blocks and what they do:

#### Motion

move  steps

Move your sprite (character), change direction, point towards and position

#### Sound

start sound

Play sounds, add sound effects, change volume and pitch when the sprite performs an action

#### Looks

costume

Include speech and thought bubbles, change the sprite or background appearance and sizes

#### Events

when  clicked

Instruct to perform actions when a certain condition is met or at a specified time

#### Control

repeat

Loops to repeat code, if statements for when conditions are met and cloning code

#### Operators

<

Maths blocks, such as more than, less than, equal to, and, or and not statements; (+, -, x, ÷)

#### Sensing

touching  mouse-pointer ?

Respond to certain actions, such as moving the mouse pointer, questions, timers and dates

#### Variables

set  my variable to

Set a value yourself, such as a score counter

#### My blocks

myBlock

Create your own coding blocks! - Give them a name and add instructions

