

Computing Cycle A Y3

Programming A - Sequencing sounds - Unit 3.3

Lesson 1

How does Scratch work?

Scratch
programming
blocks
commands
code
sprite

Lesson 2

How can we make sprites move?

motion
turn
point in direction
go to glide

Lesson 3

How do we create a sequence of connected commands?

sequence
event
task
design
code
run the code

Lesson 4

How are sequences implemented in a simple program?

order
note
chord

Lesson 5

How can we change the appearance of my project?

stage
costume
backdrop

Lesson 6

How can we create a musical instrument in Scratch?

+
Assessment

algorithm
bug
debug

What will we be learning about over the coming weeks?