

Computing Cycle B 3/4

Programming - Events and actions in programs - Unit 3.6

Lesson 1

How does a sprite move?

sprite
algorithm

Lesson 2

How can we program a sprite to move in four directions?

move
Resize

Lesson 3

How do you use the pen function in Scratch?

extension block
pen up
set up

Lesson 4

How can we build more sequences of command?

pen,
event

Lesson 5

How can we identify and fix bugs in a program?

debugging
errors

Lesson 6

How can we design and create a maze-based challenge?

+
Assessment
code
actions

What will we be learning about over the coming weeks?