Year 3 - Autumn 1 - Sequencing Sounds

The Rivers C.of E. Academy Trust

There are lots of different ways to start your code.

Programming blocks

when 🏳 clicked

when this sprite clicked

when b ▼ key pressed
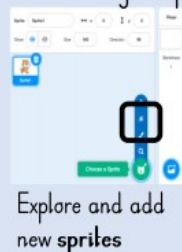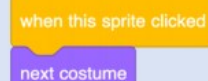
This can be any key on the keyboard

Programming area

Stage with sprite
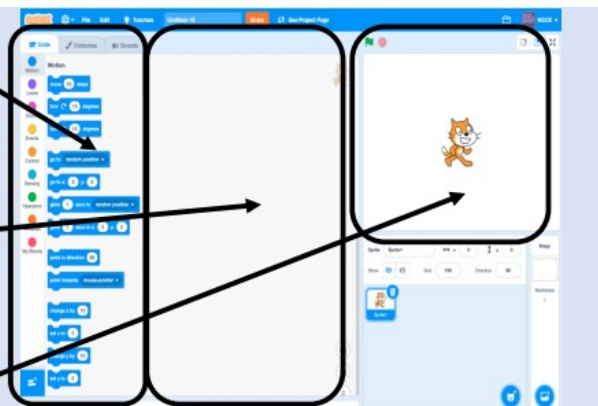
Each block in Scratch is a **command** which controls your sprite or stage. Clicking them together builds up **sequences** of code.

Move 10 steps

turn ↻ 15 degrees

turn ↺ 15 degrees

Go to random position ▼

Glide 1 secs to random position ▼

play sound C piano ▼ until done

start sound C piano ▼

when 🏳 clicked

when this sprite clicked

when space ▼ key pressed

next costume

next backdrop

A **Sprite** is an object in Scratch that performs functions controlled by scripts

Change the **sprite's** costume.

Add **sound** to your sprites.

Explore and add new **sprites**

when this sprite clicked

next costume

You can change the sprites character using the **purple code blocks**.
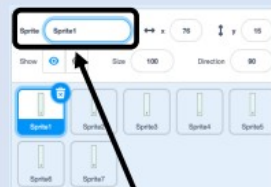
Don't forget to name your sprites to make your code easier to understand.

Glossary:

- **Loops**: *Commands that repeatedly run a defined section of code*

- **Program:** *A set of ordered commands that can be run by a computer to complete a task.*

- **Algorithm**: *A precise set of ordered steps that can be followed by a human or a computer to achieve a task*

- **Debug:** *The process of finding and correcting errors in a program.*

- **Inputs**: *A piece of hardware used to control, or send data to, a computer.*

- **Output:** *A piece of hardware that is controlled by outputs from a computer .*

Sticky Knowledge:

- To know what decomposition is.

- To know that the sequence of commands can affect the outcome.

- To know there are different computing languages

SCRATCH

Guitar

Guitar-electric1

Guitar-electric2

Saxophone

Keyboard

Trumpet