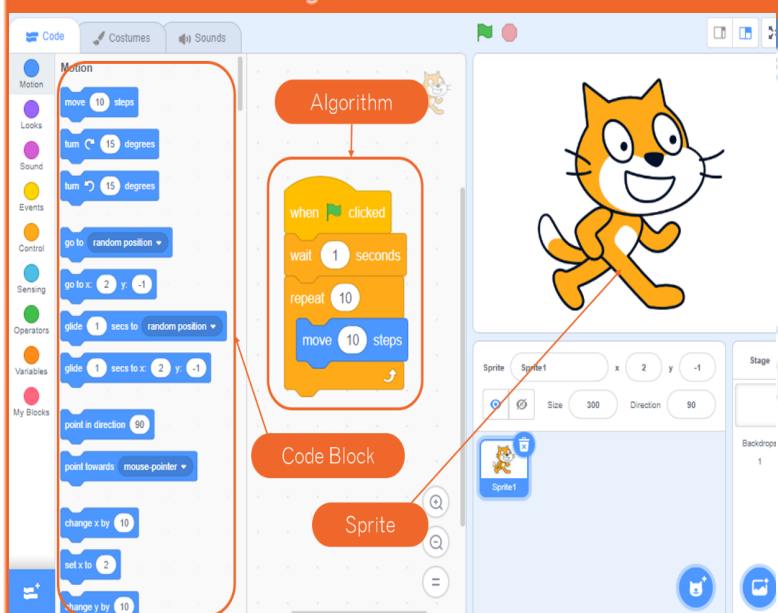


# Year 3 - Computing - Events and Actions in Computing

Scratch is a coding program, that lets you build interactive games and animations.

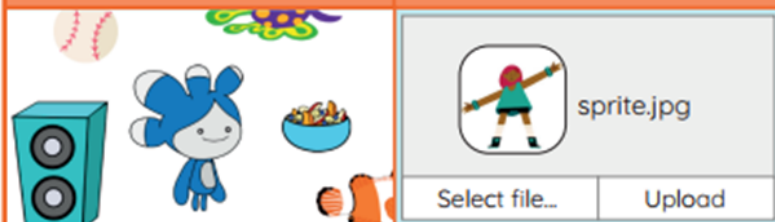


Did you know? In Scratch, you can:



Choose a sprite

Paint your own sprite



Generate a random (surprise!) sprite

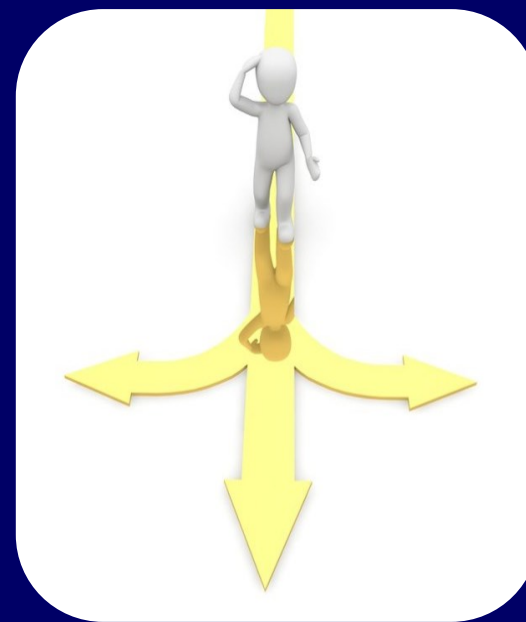
Upload a sprite

## Glossary:

- **Algorithm** - a clear set of instructions to carry out a task.
- **Code** - A set of instructions written in programming language, to tell a computer what to do.
- **Instruction** - A list of commands and directions on how to do something.
- **Decompose** - To break something down into smaller chunks.
- **Loop** - A repeated sequence of instructions.
- **Predict** - To make an educated guess, as to what might happen or occur as the result of something in the future.
- **Program** - A series of code that instructs the computer to perform specific tasks.

## Sticky Knowledge:

- To explain that the sequence of commands can affect the outcome.
- To know what decomposition is.
- To know that there are different events to run an algorithm (ie. when sprite is touched/when green flag is clicked).



## Scratch code blocks colour key:

Motion

Sound

Control

Operators

My Blocks

Looks

Events

Sensing

Variables