



HAWTHORN PARK COMMUNITY PRIMARY SCHOOL

Where Care and Learning Count

Headteacher: Mrs Jeni Houghton



Computing Knowledge Organiser

Area: Programming SCRATCH

Year Group: 6

By the end of this unit pupils will be able to:

- Record in some detail the steps (the algorithm) that are required to achieve an outcome and refer to this when programming.
- Predict the outputs for the steps in an algorithm.
- Use external triggers and infinite loops to control, create and edit variable and use conditional statements to design their own game including sprites, backgrounds, scoring and/or timers.
- Use conditional statements, loops, variables and broadcast messages in own game.
- Create variables to provide a score/trigger an action in own game
- Ensure game finishes when a player wins or loses and they must know they have won or lost.
- Evaluate the effectiveness of the game and debug as required, linking errors in a program to problems in the original algorithm.
- Understand how sensors can be used to measure input in order to activate a procedure or sequence and talk about applications in society.

Prior Learning:

- instructions as algorithms, instructional language, understanding 'debug' as correcting mistakes in programming, duplicate function, repeat and loop functions, an understanding of what variables are, coding/ programming language and examples of different types.

Key Facts and vocabulary

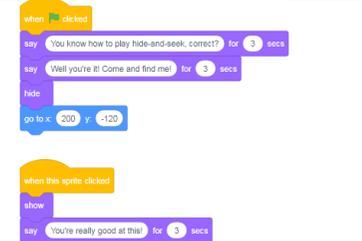
Broadcast and Receive blocks

- Broadcast is a message that is sent through Scratch activating receiving scripts.
- These are sent with blocks.



Hide and Show blocks

- You can also hide and show your sprites in scratch by using the blocks.
- A hidden sprite cannot be touched.
- These blocks can be used for a number of different purposes. One of the most common ways is simply to hide a sprite.

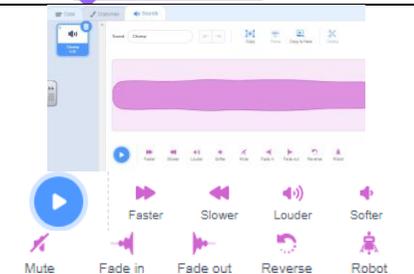


Audio and Sound

- Audio and sounds can be added to your codes on scratch.
- You can upload new sounds, record new sounds or use the preloaded ones.



- Once you have chosen your audio you can then edit it to suit your purpose.



Youtube:

<https://www.youtube.com/watch?v=0wzSJMebSV8> - broadcast and receive in Scratch

