

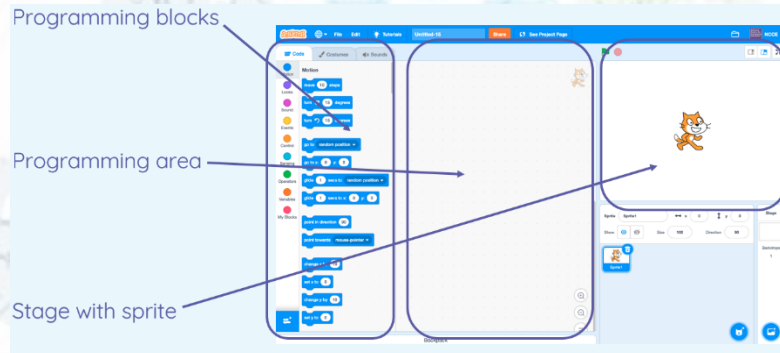
YEAR 3 – SUMMER 1 – COMPUTING Knowledge Organiser

Vocabulary

Sprite	A character who you can program
Repetition	Repeating a task or doing it again
Algorithm	A set of (ordered) instructions to complete a task
Variables	A quantity that can change or take on another value
Backdrop	The background or the scene in your computing project

The Scratch Interface

These are the different areas within the Scratch programming platform:



You drag the programming blocks into the programming area (in a planned order), to make the sprite carry out a task.

Animating Sprites

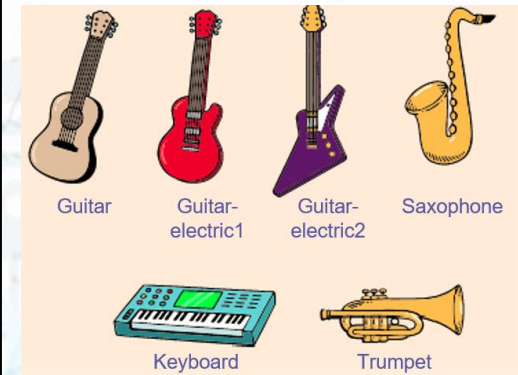
When you have more than 1 sprite, make sure you click on the chosen sprite before dragging the programming blocks:



The code above is for the frog, not the other animals!

Adding sound

You can add sound to a variety of sprites, but to get musical notes, you must choose one of these musical instrument sprites:



The notes available to you on a Scratch instrument are:

C D E F G A B

Low -----> High

Chords

A chord is created when certain notes are played at the same time:

- C chord - C, E, and G
- F chord - F, A, and C
- G chord - G, B, and D

Tutorials: <https://scratch.mit.edu/help/videos/> - A series of helpful introductory videos from Scratch.