Knowledge Organiser
Year 3 – Autumn Term – Programming Scratch

What I should already know	Key Knowledge				Key Vocabulary
What the blocks on ScratchJr do and how to use them for a purpose. How to use code to create an animation of an animal moving.	**What is Scratch?**	Scratch is a free coding application, that lets you build interactive games and animations.	**What is a Sprite?**	A Sprite is a visual object that can be moved or perform an action through code, for example: move forwards by one step. This is the first Sprite you will see. Scratch the cat.	**Animation –** Bringing concepts to life through 2D or 3D moving pictures or photographs, for example cartoons. **Application** – A computer program. **Debug –** To remove and repair the error or mistake in computer code. **Decompose –** To break something down into smaller chunks **Interface** - The menus, buttons and other functions which makes a computer program or website intuitive to humans. **Loop –** A repeated sequence of code. **Predict –** To make an educated guess, as to what might happen or occur as the result of something in the future. **Remixing Code –** Altering code that already exists.
Things I need to know					
What some of the blocks do in Scratch. What a loop is and include one in my program. How to recognise where something on screen is controlled by code. What an algorithm is and its purpose.	**What is code?**	Code is a set of instructions written in programming language, to tell a computer what to do.			
This will help me in the future:					

| Develop more complicated code within Scratch. | **What is a code block?** | A code block is a visual representation for a section of code that performs a certain job. They can be snapped together to build a program. In Scratch, the different code blocks are colour coded depending on their outcome.
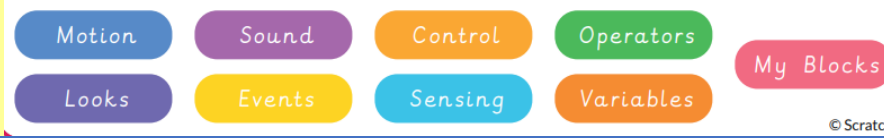
Motion Sound Control Operators My Blocks
Looks Events Sensing Variables © Scratch | **Repetition Code** - To create loops in your program, to make it more efficient.
Review - To look at something in detail and give constructive feedback if it requires improvement.
Tinker – To explore and play with something to discover the key functions |