

# Year 4 Autumn 2- Computing- Coding with Scratch



## Big Question

How can I be a Quiz Master?

### Key Vocabulary for the unit:

**Algorithm:** A set of commands in a specific order.

**Decompose:** To break something down into smaller chunks.

**Commands:** Give an order or instruction.

**Program:** To give a device a set of instructions.

**Code:** The set of instructions.

**Debug:** Take out any mistakes in code.

**Repeat:** A repeated set of instructions.

**Block:** A small section of code.

**Script Area:** Where code is placed into blocks

**Sprite:** A selected character to program.

**Stage:** The background of your project.

**Variable:** A number of text that can change.

### Powerful knowledge/skills for this unit:

- ◆ To understand that a variable is a value that can change (depending on conditions) and know that you can create them in Scratch.
- ◆ To know what a conditional statement is in programming.
- ◆ To understand that variables can help you to create a quiz on Scratch.

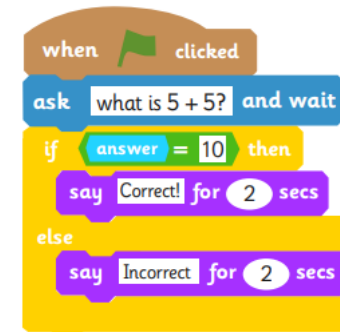
### What I should already know from Year 3:

- ◆ I know that Scratch is a programming language.
- ◆ I understand how to use loops.
- ◆ I understand how decomposition is used.
- ◆ To understand that you can remix and adapt existing code.

### Useful diagrams for the unit:



Sprite



Basic algorithm



Script area: