



Y6 Thinking like a Computer Scientist



Learning Questions

What is scratch?

Scratch is a website or app that lets you code your own games or animations using a sprite. It uses code blocks that all have different jobs and we sequence them (put in an order) to make something work or programme a game.

What is our programming process?

D - Design: I think about what I want the outcome of my game to be and plan how I will achieve it

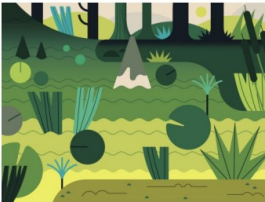
A - Apply: I create, make and produce content using Scratch

R - Refine: I spend time considering ways to modify and improve my project

E - Evaluate: I reflect and consider how effectively I have achieved my goal.

S - Share: I publish and exhibit my work, showcasing it to my peers

Game setting design



Player's character



Items to collect



Evil character



Programming Creating computer programmes

Algorithm A sequence of instructions that can be processed by a computer

Block Puzzle-piece shapes that are used to create code in Scratch. The blocks connect to each other like a jigsaw puzzle

Pattern a repeated design or a sequence that repeats in a predictable way.

Modify To change or adjust something slightly

Remix Take existing pieces of code and combine them in a new way

Procedure A series of steps taken to achieve a specific result or carry out a task

Variables Something that changes in a program such as score or the speed of a car sprite. They can also be random to make the game more unpredictable

Debug Checking programs for errors and fixing where needed

Abstraction When the programmer hides all but the relevant data about an object in order to make it simpler

Conditional Loop A programming concept that repeats a set of instructions as long as a certain condition is true

What is programming?

What was the idea for your game?
How does someone win?

What key blocks did you use in Scratch?

How did you refine and modify your game?

On reflection, how successful do you think your game is?