



Subject	Computing	Theme	Coding	Term	4
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What should I already know?

- How selection in computer programming works.
- How an IF statement works.
- How to use co-ordinates in computer programming.
- To understand the “repeat until” command.
- How an IF/ELSE statement works.
- What a variable is in programming.
- How to use a number variable.
- How to create a playable game using Purple Mash 2Code.

What should I know by the end of the unit?

- How to design and program a character game.
- How to design an original character or backdrop for a game.
- How to add features or effects to enhance a game.
- How to create an original animated game with a specific goal.
- How to program costume changes for a sprite
- How to add point-scoring and levels to game code.

Key Vocabulary

Scratch	Programming language based on graphical code blocks.
Blocks	Programming commands that you snap together to create a program in Scratch.
Projects	A completed program in scratch.
Stage	Where your project is displayed when active.
Scripts	The instructions that determines what happens on the stage.
Sprite	The objects on the Scratch stage that performs actions.
Backdrop	Background displayed on your Scratch stage.
Costumes	Alternate appearances of your sprite.
Coordinates	Displays the location of your X and Y positions.
Drawing	Using the Scratch “Pen” feature to write on the stage.
Repeat Blocks	Blocks that allows you to repeat scripts multiple times.
Cloning	Making a copy of a sprite.
Speech Bubble	Graphical bubble that shows a sprite speaking.
Thought Bubble	Graphical bubble that displays a sprite thinking.
Volume	The loudness of a sound file.
Tempo	The playing speed of a sound file.