
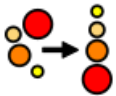
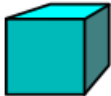





Year 1 Computing – Programming animations

Vocabulary			Knowledge
Sprite	A programmable character or object in Scratch		<p><u>Sprites and backgrounds:</u></p> <p>The sprites are programmable characters or objects that can move and be programmed to complete a task.</p> <p>The backgrounds can be used to provide the setting for the animation.</p> <p>We can use event blocks to make the sprites move forwards, backwards, up or down.</p> <p>The sprites can also be changed by their costume to animate it.</p> <p><u>Sequencing and algorithms:</u></p> <p>An algorithm is a set of step-by-step instructions to make something happen.</p> <p>We can create simple sequences of instructions to make the sprites move. Actions must happen in the correct order to achieve the desired animation.</p> <p>Loops can be used in our algorithms to repeat the action multiple times. The use of the event blocks will trigger actions in the program.</p> <p><u>Planning:</u></p> <p>It is important to plan the animation before creating it.</p> <p>We need to decide which sprites, backgrounds and actions to use.</p> <p>Once the animation has been created, we need to test the animation to see if it works as intended in our plan.</p> <p>If we find errors in our program, it is important to debug it. This happens by identifying and fixing errors in sequences or actions.</p>
Background	The setting or scenery behind the sprites		
Sequence	The order in which actions or events occur		
Algorithm	A step by step set of precise instructions to complete a task		
Block	A visual command in Scratch that tells the sprite what to do		
Loop	A block that repeats actions multiple times		
Action	A specific movement or change performed by a sprite		
Animation	A series of actions that make the sprite move or change		
Debug	Correct a problem when something in the animation does not work		
Input	Information or actions given to the program		

Enquiry

Loops

How can we improve this algorithm?

