

Important Facts

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You will be using Scratch Jr on the ipads to create an interactive quiz.



Scratch uses characters called **sprites**. These are usually a cat, but you can change them to other characters.



This is what your home page looks like.

At the bottom is the **algorithm** (instructions) made up of **blocks**.



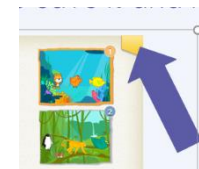
There are different ways to start a programme -the green flag or the **On tap block**.

You can choose different backgrounds by clicking on the picture button.



The **+ button** will let you change your sprite.

Saving your work –



tap on the yellow corner.



– save your work with the lesson number and your name each lesson. This means you can find it again easily. Always save before you close the programme.

Remember when we are finished close the apps we have been using. Double tap the home button and swipe up to remove any apps that are open.

We teach the children to be SMART online:

S – Stay Safe: Don't give out your personal information to people/places you don't know.

M – Don't Meet Up: Meeting someone you have only been in touch with online can be dangerous. Always check with an adult you trust.

A – Accepting Files: Accepting emails, files, pictures or texts from people you don't know can cause problems.

R – Reliable? Check information before you believe it. Is the person or website telling the truth?

T – Tell Someone: Tell an adult if someone or something you see on line makes you feel worried or uncomfortable.

Keeping Safe Online

- ✓ **Talk kindly online** so you stay friends.
- ✓ **Only message friends** so strangers don't contact you.
- ✓ **Visit sites for children** so you keep safe and have fun.
- ✓ **Tap links carefully** so you don't buy things by mistake.
- ✓ **Take breaks regularly** so your eyes get rest and your body gets exercise.



- 1) **What does the letter S stand for in the word SMART?**
a) school b) space c) safe d) screen
- 2) **What is the character called in Scratch?**
a) cat b) sprite c) Sid d) scratch jr.
- 3) **What should you always remember to do when you finish your work?**
a) save it b) print it c) shut down d) delete it
- 4) **In computing, what are instructions called?**
a) instructions b) algorithm c) answer d) blocks
- 5) **How can you save your work?**
a) File, save as b) you can't in Scratch jr.
c) tap on the yellow corner d) click on the house.
- 6) **Who should you tell if you find something online that you do not like?**
a) school b) adult c) a friend d) no one.