



#### Computing - Unit 3- Programming A - Sequencing sounds

Working together to be the best that we can be

### **Golden Thread:**

**Technological Advances** 



#### This is Scratch

Programming blocks

Programming area -

Stage with sprite

## The Levels of Programming

Task - what is needed

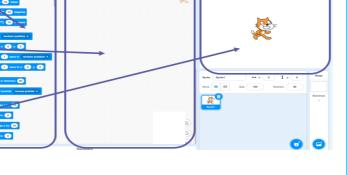
Design - what it should do

Code - how it is done

Running the code - what it does

# You can improve your project by:

- Adding sprites
- Using costumes
- Changing the backdrop
- Developing sequences



### **Debugging**

Remember to test your project to see if it does something unexpected. If it does, then you will need to fix the errors in your project (debug).



Key Vocabulary	
algorithm	A precise set of ordered instructions
code	The blocks that you have added. These are the commands for your sprite to follow.
costumes	How your sprite looks
sequence	A pattern or process in which one thing follows another
sprite	The character that your Scratch code controls