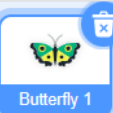


Teach
ComputingKey Skills

Sprite: Butterfly 1 x: -77 y: 30

Show: ☒ ☐ Size: 100 Direction: 90

 You can change the size of your sprite here.

 set pen color to 

 change pen size by 1

 change pen size by -1

 pen down

Puts the pen down, nib first, to draw on the screen

 pen up

Stops the sprite from drawing

 erase all

Removes **all** lines from the screen

You can use these blocks to change the way that your line looks on the screen.

The Levels of Programming

Task - what is needed

Design - what it should do

Code - how it is done

Running the code - what it does

Five Steps to Effective Debugging

1. Review the task - what should the project do?
2. Test the project
3. Identify the bug 
4. Fix the bug
5. Test the bug fix - does the code now do what it should?

Key Vocabulary

algorithm	A precise set of ordered instructions
bug	An error in the design or the coding of the program
debugging	Finding and fixing errors
event blocks	Event blocks can be used to start a project in a variety of ways
motion blocks	Motion blocks are used to control the sprite's movement
sprite	The character that your Scratch code controls