

WEEK 1	WEEK 2	WEEK 3				
<p>KEY TERMS</p> <p>Algorithm: A sequence of logical instructions for carrying out a task</p> <p>Dry Run: Testing to check for errors</p> <p>Execute: To run a computer program</p> <p>Computational Thinking: Taking a complex problem, analysing what the problem is and developing possible solutions</p> <div style="display: flex; align-items: center; margin-top: 10px;"> <p>Challenge: When might robots carry out tasks more efficiently than humans? Make a list, giving examples</p> </div>	<p>KEY TERMS</p> <p>Sequencing: The order in which the steps are carried out</p> <p>Iteration: Looping or repeating sections of a program</p> <p>Procedure: A section of computer code that performs a specific task</p> <p>Function: A section of code that can be called by another part of the program with the purpose of returning a value</p> <p>The Forever block is one of the most commonly used blocks in Scratch because there are a lot of cases when an infinite loop is needed. Some common uses are:</p> <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 10px;"> <tr> <td style="width: 50%; padding: 5px;"> <p style="text-align: center;"><i>Keeping a sprite at another's location</i></p> <div style="text-align: center;"></div> </td> <td style="width: 50%; padding: 5px;"> <p>Challenge: Make an animation at: https://beta.scratch.mit.edu/?tutorial=animations-that-talk</p> </td> </tr> <tr> <td style="width: 50%; padding: 5px;"> <p style="text-align: center;"><i>A music loop</i></p> <div style="text-align: center;"></div> </td> <td style="width: 50%; padding: 5px;"> <p style="text-align: center;"><i>Animations</i></p> <div style="text-align: center;"></div> </td> </tr> </table> <p>Challenge Research Task:</p> <ul style="list-style-type: none"> What are Boolean Blocks? How many are found in Scratch? 	<p style="text-align: center;"><i>Keeping a sprite at another's location</i></p> <div style="text-align: center;"></div>	<p>Challenge: Make an animation at: https://beta.scratch.mit.edu/?tutorial=animations-that-talk</p>	<p style="text-align: center;"><i>A music loop</i></p> <div style="text-align: center;"></div>	<p style="text-align: center;"><i>Animations</i></p> <div style="text-align: center;"></div>	<p>KEY TERMS</p> <p>Variables: We use variables to store information that might change. Many things can be stored as variables. Most people think of variables as numbers. They can also store text or values such as 'true' and 'false'</p> <p>Selection: A decision within a computer program</p> <p>Construct: Building blocks in programming</p> <p>Conditions: In programming, a condition is something that must be true in order for something to happen. A condition will check to see if a value is 'true' or 'false.'</p> <div style="display: flex; justify-content: space-around; margin-top: 10px;"> <div style="text-align: center;"></div> <div style="text-align: center;"></div> </div> <p>In Scratch, any block whose label says 'if', 'when', or 'until' is a type of conditional construct</p> <div style="border: 1px solid black; padding: 5px; margin-top: 10px;"> <p>Challenge: Why is selection important in programming?</p> </div>
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<p style="text-align: center;">WEEK 4</p> <p>KEY TERMS</p> <p>Scripts: A list of commands that are executed by a certain program</p> <p>Game Play: A game needs to be entertaining and have levels of challenge/difficulty and feedback</p> <p>Genre: A style or category. Game genres include; action and adventure, role-playing...</p> <p>Challenge:</p> <ul style="list-style-type: none"> What makes a good game? When did computer games first become popular in the home? What is meant by the term, 'game mechanics'? <div style="text-align: right; margin-top: 10px;"></div>	<p style="text-align: center;">WEEK 5</p> <p>KEY TERMS</p> <p>Stage: The background area in the Scratch environment (IDE). The section showing the animation</p> <p>IDE: Integrated Development Environment. This means that you can code and execute commands within the same environment</p> <p>Challenge Research Task:</p> <ul style="list-style-type: none"> What features do IDEs generally have? What is meant by the term: 'Runtime environment'? <div style="text-align: right; margin-top: 10px;"></div>	<p style="text-align: center;">WEEK 6</p> <p>Programming Challenges:</p> <ul style="list-style-type: none"> Download the Scratch Task Cards: https://tinyurl.com/yapj2f5f See how many you can code! Code with codesters.com Make a monogrammed t-shirt design using co-ordinates! https://tinyurl.com/y8flo3h3 				