Events and Actions in Programs

I have already learned:

- That an instruction given to a computer is called a command
- That a list of instructions is called an algorithm
- How to select sprites, backgrounds and blocks in Scratch
- How to sequence blocks to make a program





- How to make a Sprite move in four directions
- How to change the size of my Sprite to fit a background
- How to use the pen extension blocks
- How to change the size and colour of my lines
- How to debug my programs

Outcome:

To design, code and test my own maze challenge program in Scratch.

Careers in programming



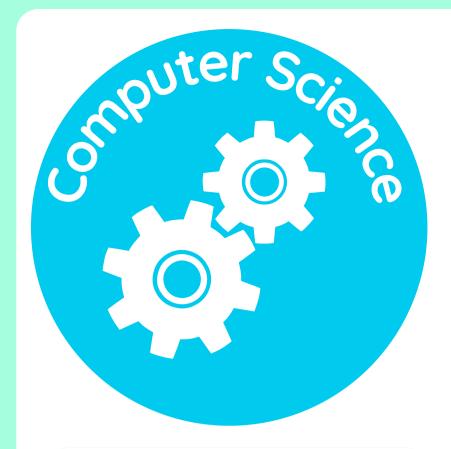
Video Game Programmer

Designing and creating algorithms for video games



Vocabulary

algorithm	A list of instructions that tell you what to do step by step
program	A set of ordered commands that can be run by a computer to complete a task
event	Something which happens in a program, such as a sprite being clicked or a button being pressed, which triggers an action (input)
action	Something which happens in response to an event, such as a sprite moving (output)
error	A mistake in a code
debug	To find and fix errors in a code



How computers work and how they are made.



How to use computers to create digital content.



How to be safe and responsible on computers.

Which strands of computing have you been learning about today?

Building Blocks to E-Safety



E-Safety Tips

- Be careful when downloading or installing programs on your computer. Only download programs from trusted sources, like your parents or teachers.
- Be cautious when using computers that are shared with others. Make sure that you close down or log out of everything that you have been using when you have finished.
- Don't click on links you don't recognise. If you click on something you shouldn't have, step away from the computer and tell a trusted adult straight away

Useful Links





Lesson 1 Scratch link





Lesson 2 Scratch link





Lesson 3
Scratch link





Lesson 4
Scratch link





Lesson 5 Scratch link A





Lesson 5 Scratch link B





Lesson 6 Scratch link