

Glenfield Infant School Knowledge Organiser



Year 1- Summer 2

Computing

Programming- Animation



What should I already know?

I have learned how to programme a floor robot called a Beebot. I have used the buttons to command the Beebot to move and know how to clear the memory. I already know that the sequence of commands is important when programming.

Vocabulary

animation	programming still images to move on a computer
command	a clear, single instruction given to a computer to tell it what to do
sprite	a character that you can program on a computer screen
sequence	a specific step by step order of instructions
algorithm	a set of instructions used to complete a task
fill	a tool to add colour to a shape or picture
debug	finding and fixing mistakes in a computer program

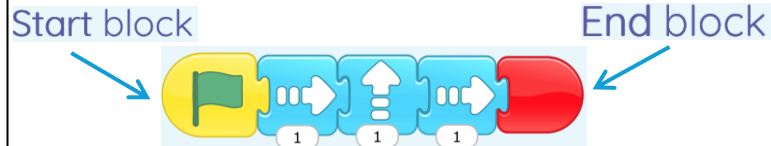
1. What is a command?

The Scratch Jnr app is a programming app. It has a sprite or character. We can tell the sprite what to do. This is a **command**.



Sticky Knowledge Scratch Junior uses programming blocks to command the sprite how to move.

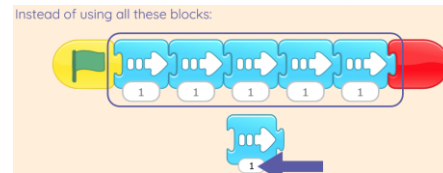
2. How can commands be joined together?



In Scratch Jnr the command blocks are linked together like a jigsaw.

Sticky Knowledge Command blocks can be joined together in a sequence. A sequence needs a start block and an end block.

3. What can I do if my command sequence is too long?

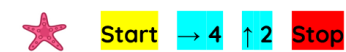


We can use one block and change the number underneath.

Sticky Knowledge Some blocks have a number underneath them. The number can be changed. This means you don't need to have lots of the same block in your sequence.

4. How can I use more than one sprite?

Sprites can be changed to match their background.



Sticky Knowledge More sprites can be added to the same background. Each sprite can have its own program.

5. How can I change the design of my project?



The fill tool can change the colour of your sprite.



The speed block can change how fast your sprite moves.

Sticky Knowledge The appearance of the project can be changed. We can change the background. We can change the colour of our sprite and how fast it moves.

6. What is an algorithm?



Test your programs to see if they work well!

Sticky Knowledge An algorithm is a set of instructions used to make the sprite move. If the algorithm does not work, you can debug it.