

Previously
in LKS2,
we
learned:

Turtle Logo
Programming

LKS2
Owl B

Scratch: Questions & Quizzes

Later in
UKS2, you
will learn:

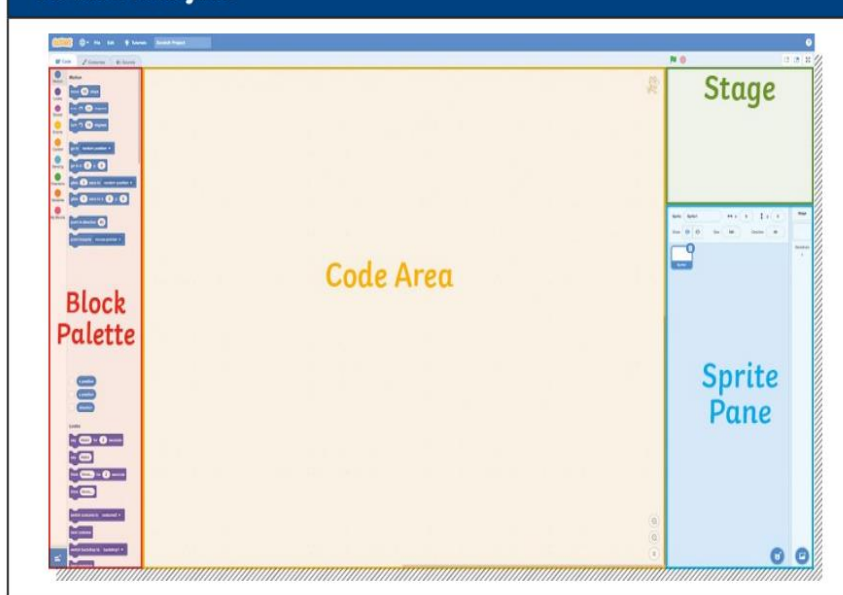
Scratch: Animated
Stories

Knowledge

By the end of this unit of study, pupils will be able to:

| | | |
|-------|--|-----------------------|
| One | To understand how to use and compare different types of quizzes. | <input type="radio"/> |
| Two | To be able to use selection, duplication and sequencing to create a short quiz. | <input type="radio"/> |
| Three | To be able to make a quiz more visually appealing by adding backdrops and changing sprites. | <input type="radio"/> |
| Four | To use special effects, sounds and scores to enhance a quiz. | <input type="radio"/> |
| Five | To create a new racing quiz using Operators, Variables and Sensing blocks | <input type="radio"/> |
| Six | To add additional features to complete a multiplication quiz and review a multiplication quiz. | <input type="radio"/> |

Scratch Interface



Key Learning

understand and explain what conditional statements are, using if...then and if...then...else blocks in code

select appropriate blocks for a desired outcome, including using repeat loops, Sensing blocks and Operator blocks to create a multiplication quiz.

Children use logical thinking to explain how algorithms work and are able to detect and correct errors in algorithms and programs.

Children can create variables and implement these variables in code.

Key Vocabulary

Algorithm

block

code

debugging

repetition

sequence

variable

sprite

backdrop