

Previously  
in LKS2,  
we  
learned:

Scratch:  
Questions  
& Quizzes

UKS2  
Heron  
A

Scratch:  
Animated  
Stories

Later in  
UKS2, you  
will learn:

Coding  
Scratch:  
Developing  
Games

## Knowledge

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

One	To create appropriate animations	<input type="radio"/>
Two	To structure and control the timing of events.	<input type="radio"/>
Three	To control when sprites are visible.	<input type="radio"/>
Four	To plan a sequence of events to create a story narrative.	<input type="radio"/>
Five	To sequence events to create a story narrative.	<input type="radio"/>
Six	To add voice sounds to enhance an animated story.	<input type="radio"/>

## Block Shapes

There are six different types of block shapes: **Hat**, **Stack**, **Boolean**, **Reporter**, **C** and **Cap**.

The main shapes that you will be using for your project are:

**Hat** blocks

Used at the start of every script.



**Stack** blocks

Used to perform the main commands.



**C** blocks

Used for looping blocks within the C block



## Key Learning

Children can select appropriate sprites and backdrops and plan a sequence of an animated story using timings.

Children can insert the show and hide block into a algorithm and locate the correct place to make a sprite appear visible.

Children can select appropriate sprites to fit within a scene and use costume changes for motion effect.

Children can use the broadcast message and receive block to structure and control the timing of events.

## Key Vocabulary

Algorithm

animate

debug

iteration

broadcast

deconstruct

sequence

'When I receive'