

Previously
in UKS2,
we
learned:

Scratch:
Animated
stories

UKS2
Heron
B

Scratch:
Developing
Games

Later in
UKS2, you
will learn:

Radio
Station

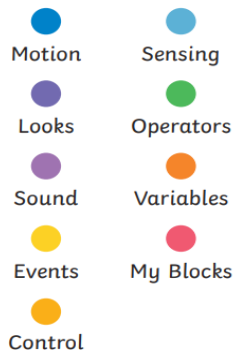
Knowledge

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

One	To design and program a maze game.	<input type="radio"/>
Two	To design and program the next level for my Maze Game.	<input type="radio"/>
Three	To add a final level, further enhancing the code in a Maze Game. To add sound effects with a purpose.	<input type="radio"/>
Four	To design and program a game within Scratch using Boolean operators.	<input type="radio"/>
Five	To program costume changes for a sprite in a game. To add effects that enhance a game.	<input type="radio"/>
Six	To add a point-scoring system to a game. To add backdrop changes to a game.	<input type="radio"/>

Block Categories

Each block category has its own set of coloured blocks, which each have their own function.



Key Blocks



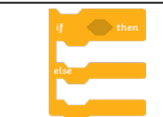
This block starts an **algorithm** when the green flag is clicked.



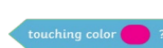
This block uses the input of a specified key to begin an **algorithm**.



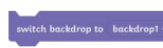
This block makes the code inside the loop repeat continuously.



This block determines the outcome of a condition.



This block detects if a sprite is touching a specific colour.



This block changes the **backdrop** to one from the drop-down menu.

Key Learning

Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.

Use sequence, selection and repetition in programs; work with variables and various forms of input and output.

Key Vocabulary

Algorithm

debug

deconstruct

sequence

costumes

backdrop

variable

consequence

repetition