

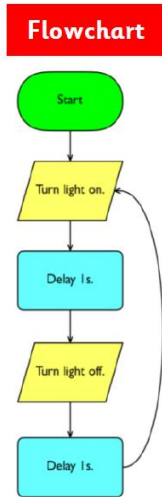
# Computing: Year 4: Autumn 1

## Algorithms

An **algorithm** is a set of instructions to do a task, written in everyday language, in order.

A **flowchart** shows how these steps are linked together in a sequence.

A computer program precisely follows (**executes**) the steps of an algorithm.



### Algorithm

1. Switch the crossing light on.
2. Wait 1 second.
3. Switch the crossing light off.
4. Wait 1 second.
5. Go back to the first step.

## Scratch



### Motion

**Move your sprite, change direction, point towards and position.**

### Sound

**Play sounds, add sound effects, change volume and pitch when the sprite performs an action.**

### Looks

**Include speech and thought bubbles, change the sprite or background appearance and sizes.**

### Events

**Tell sprite to perform actions when a certain condition is met or at a specific time.**

### Control

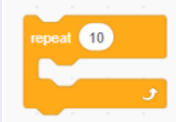
**Put in loops to repeat code, if statements for when something is supposed to happen.**

### Sensing

**Respond to certain actions, such as moving the mouse pointer, questions, times and dates.**

## Key Vocabulary



<b>Sequence</b>	Order for set of instructions.	
<b>Command</b>	One instruction.	
<b>Program</b>	A series of instructions that runs on command.	
<b>Debug</b>	Finding the error and correcting it.	
<b>Digital Footprint</b>	Your name, photos and actions online.	
<b>Control Repeat Loop</b>	These repeat the action a number of times.	
<b>Forever Loop</b>	Repeat the action forever.	