

Computing: Year 5: Autumn

Scratch



Variables

Programs store **data that can change** (or vary) in a variable, like a score counter or a timer.

Make a Variable

my variable

set my variable to 0

change my variable by 1

show variable my variable

hide variable my variable

Conditional Events (Selection)

Selection is a way of making a program automatically choose to run some code when a specific condition is met.

If ____ happens, then run this code: ____

ask "What is 7 x 8?" and wait

if answer = 56 then

say "Well done!" for 2 seconds

else

say "Think again!" for 2 seconds

Decomposition with the Cha Cha Slide!

Sequence of dance moves:

Start

Criss-cross

Jump

Criss-cross

Double step to the left

Double step to the right

Step forwards

Step backwards

Step forwards

Step backwards

Jump

End

Pattern recognition:

Criss-cross

Jump

Criss-cross

Step forwards

Step backwards

Step forwards

Step backwards

Decomposition:

Criss-cross x2

Step forwards x2

Step backwards x2

Double step to the left x1

Double step to the right x1

Jump x2

Key Vocabulary



Repetition	When a sprite does the same action more than once.
Input	Press a button on a keyboard. The computer follows a set program that tells it what to do.
Output	You see the letter on the screen that matches the button you pressed.



The internet contains fact, fiction and opinion. Ask yourself: is this *reliable*?

Most images and material are protected by copyright. Don't be a copy cat!

Make sure safe search is on when searching for images.

