



Computing Computer Science

Y3

In this unit, we will explore a new programming environment – Scratch. We will program sprites, create

sequences, order commands change the appearance of our projects and make an instrument using the coding language designed by Mitchel Resnick.

Knowledge

- I know how to create algorithms for use when programming.
- I know how to write programs that accomplish specific goals.

Skills

- CS3.7 I can design and create programs.
- CS3.8 I can write programs that accomplish specific goals.
- CS3.9 I can use repetition in programs.
- CS3.10 I can work with various forms of input.

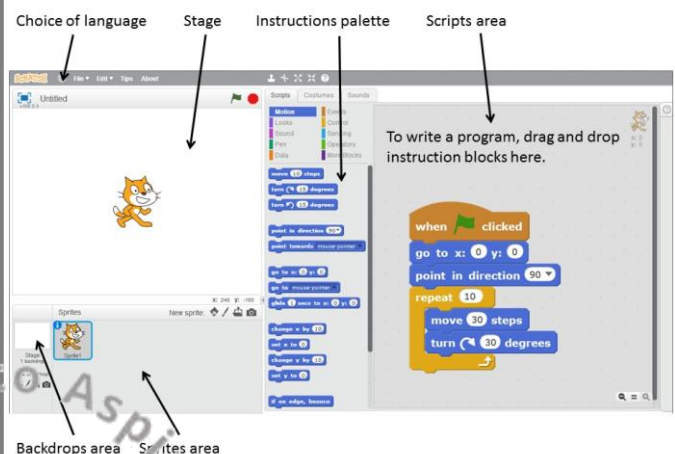
Inspiring Individuals



Mitchel Resnick

Resnick's research group has developed a variety of educational tools that engage people in new types of design activities and learning experiences. including the *Proarammable Bricks* that were the basis for the award-winning Lego Mindstorms and StarLogo software. Resnick's group has developed a new computer programming language, named Scratch, that makes it easier for children to create animated stories, video games, and interactive art. Resnick is a winner of the 2011 Harold W. McGraw, Jr. Prize in Education He has been listed as one of the 100 most creative people in Business 2011 by Fast Company.

Helpful reminders



Vocabulary

Scratch, programming, blocks, commands, code, sprite, costume, stage, backdrop, motion, turn, point in direction, go to, glide, sequence, event, task, design, run the code, order, note, chord, stage, design, algorithm, bug, debug