Year 3 Programming 2 (Using Scratch)

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| Prior Learning: instructions as algorithms, instructional language, understanding ‘debug’ as correcting mistakes in programing, programming a beebot, positional language |

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| Facts | Vocabulary |
| 1. **What is a command?**   A command is an instruction given by a user telling a computer to do something, such as run a program.  Commands are usually issued by typing them in or inserting a command ‘block’. | 1. abbreviations – a shortened form of a word or phrase. 2. accuracy – being correct or precise. 3. degrees – a unit of measurement of angles. 4. predict – say or estimate that a specified thing will happen in the future or will be a consequence of something. |
| 1. **What does a command look like?**     **A simple sequence of commands used in Scratch. – When the flag is clicked, the sprite will move 10 steps, turn right 15 degrees and left 30 degrees.** | **4 . Using pen function is Scratch**  The pen function is an add on that allows a drawing to be made.  It shows the path travelled by a sprite. |
| 1. **How degrees and direction are used in coding:**   Distance and angles can be used to alter the direction in a sequence of commands. Degrees are used to measure angles and can be used in simple commands. Programs exist in 2D and operate on a grid.        Image result for altering angles in scratch |
| Youtube:  <https://www.youtube.com/watch?v=8Gxmvizdi9o> – understanding degrees and direction |