St Andrew's Church of England Primary School

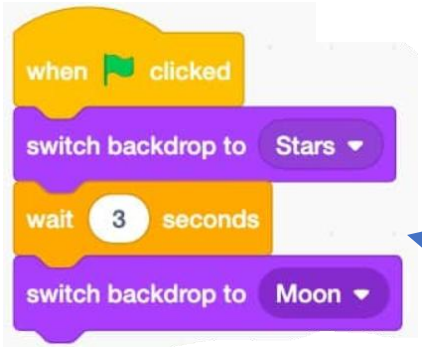
LKS2 Knowledge Organiser – Term 3 Computing – Programming – Sequencing sounds

Key vocabulary	
algorithm	A detailed set of step-by-step instructions or formula for solving a problem or completing a task.
backdrop	A backdrop is an image that can be shown on the stage area in Scratch. The sprites perform the actions in front of the backdrop.
blocks	Blocks are puzzle-shaped pieces that fit together vertically to create code in Scratch.
command	An instruction to a computer program.
event	In Scratch, an event is a specific action that starts sequence of blocks/
programming	Creating a sequence of instructions that allows a computer to perform a task or a set of operations.
Scratch	A computer program which allows children to create games on the PC using a simple visual programming language.
sequence	A sequence is a pattern or process in which one thing follows another. In Scratch, blocks can stack vertically on top of one another to create sequences.

Outcomes

- explore a new programming environment
- identify that commands have an outcome
- explain that a program has a start
- recognise that a sequence of commands can have an order
- change the appearance of my project
- create a project from a task description

This block changes the backdrop.



This control block keeps the backdrop in view for a set length of time.



A sprite is a character or object in Scratch that performs actions

Blocks are the puzzle-shaped pieces that fit together vertically.