Be the best that we can be.

Knowledge Organiser
Computing
Year 3

Autumn 2
Computing – Scratch

Learning objectives

In this unit, pupils learn to use Scratch to predict, create, remix and improve animations by combining different code blocks, testing and debugging their work, and reflecting on how their changes affect the outcome.

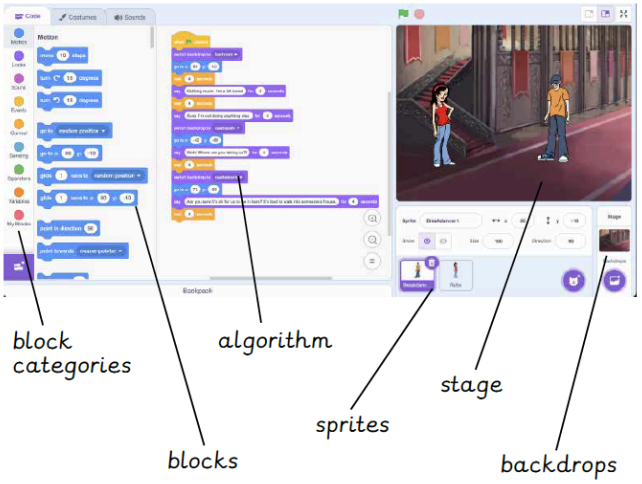
- Identify Scratch as a coding application and explore its different code blocks.
- Make predictions about what code blocks will do and test these ideas.
- Create a simple animation by combining motion, speech and wait blocks.
- Plan how to remix an existing animation by choosing which parts to change.
- Alter and remix code to create a new version of an animation.
- Test and debug animations to fix problems and improve the code.
- Reflect on the changes made, explaining what worked well and what could be improved.

Code block colour key

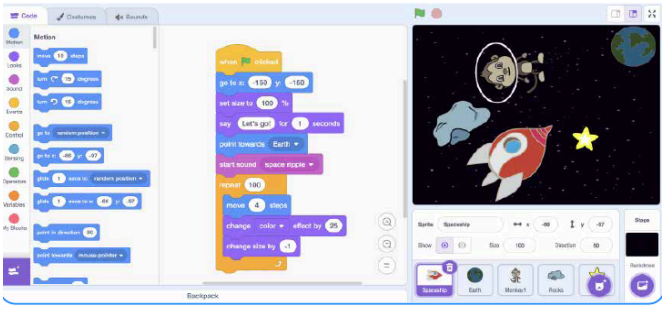
motion looks sound events control

Key facts

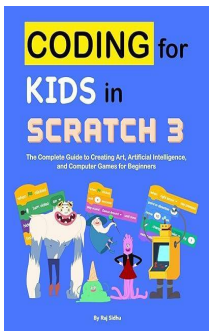
Scratch is a block coding programming where you can make games and animations.

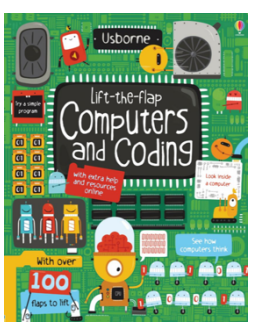


The algorithm starts when the green flag is clicked. The spaceship moves to the top left corner and sets its size to 100%. It says, 'Let's go!' for 1 second, then points towards Earth and plays a space ripple sound.



Read all about it! Can you find these books in your local library?





Key Vocabulary

Algorithm, sprite, stage, code block, script, motion blocks, looks blocks, sound blocks, events blocks, control blocks, repeat loop, sequence, bug, debug, animation.

Example