Be the best that we can be.

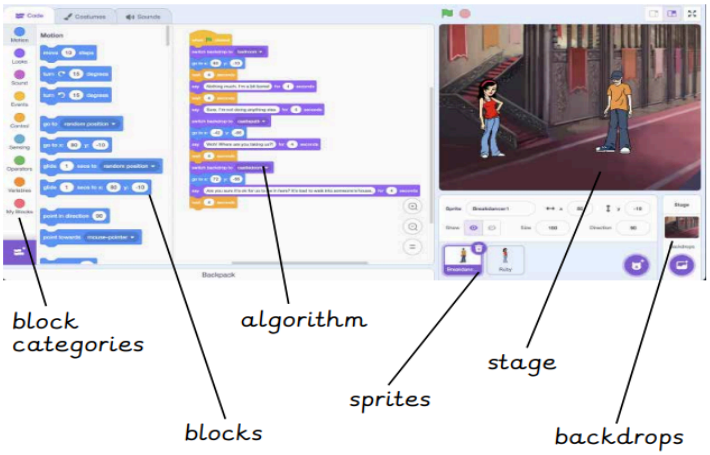
Knowledge Organiser Computing Year 4

Autumn 1

Further coding with scratch

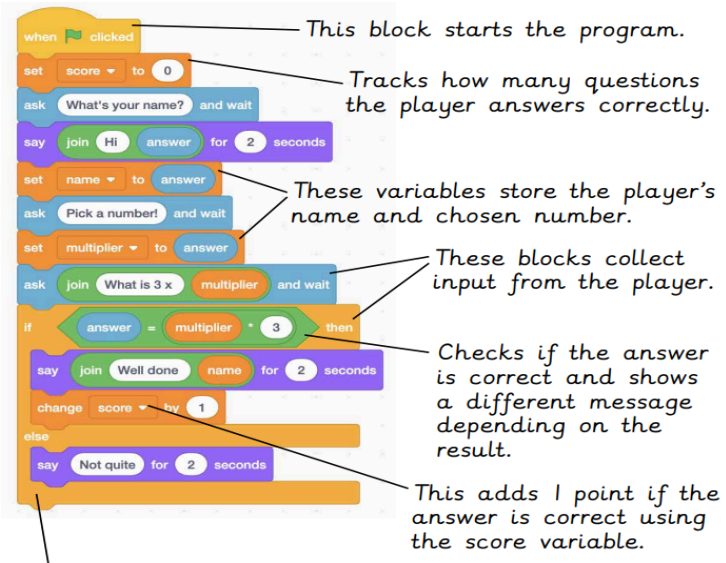
What is Scratch?

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



The algorithm will start when the green arrow is clicked.

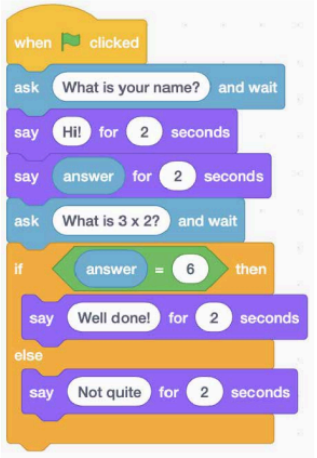
Multiplication game code



Code block colour key

Commands for animations are colour coded so a code can be easily read and identified.

Creating a code



This program starts when the green flag is clicked. It asks for the player's name and says, "Hi!" followed by their answer. It then asks, "What is 3 × 2?"

It checks the answer using an ***if statement****. The* ***condition*** *'if answer = 6' decides which message to show.*

The 'answer' block stores what the player types, such as their name or maths answer.

Commands can be created to do different things and can be timed for how many seconds you want them to last for.

Key Vocabulary

Condition	A block of code that executes a certain set of instructions only if a specific condition is met, allowing a program to make decisions
If statement	A conditional block that executes a set of instructions only if the specific condition is met
Variable	A container that stores a single piece of information, such as a number or text, which can be changed or recalled.