

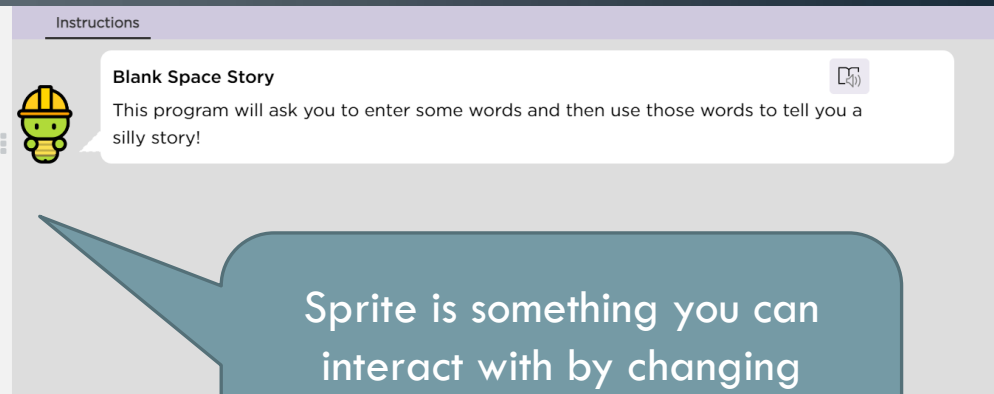
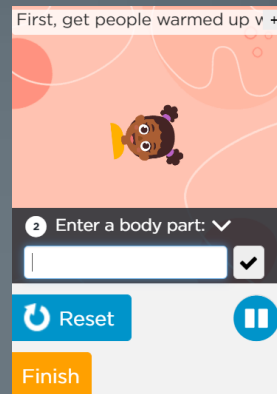
Computing

Coding

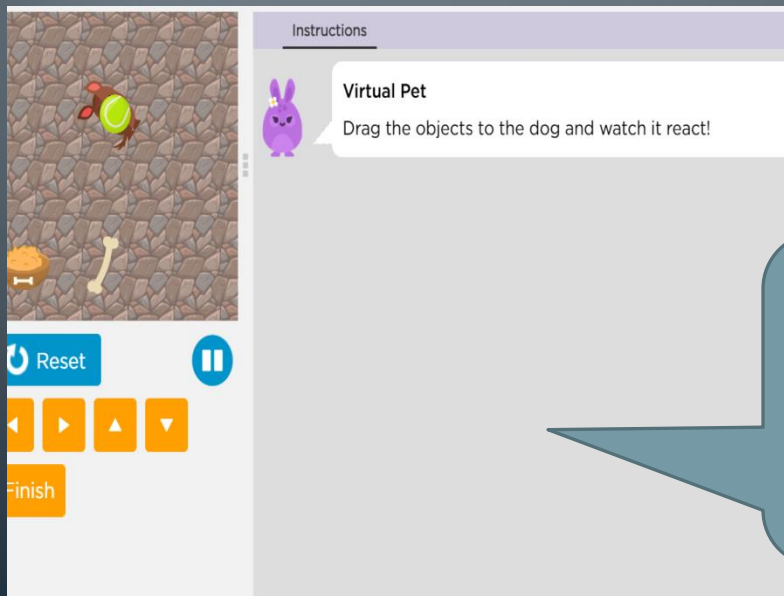
Lynher Autumn 2 2022

I can explore apps when coding.

I made predictions about what happens next.




Sprite is something you can interact with by changing movement, behaviour or appearance




Different commands caused different reactions to the sprites.

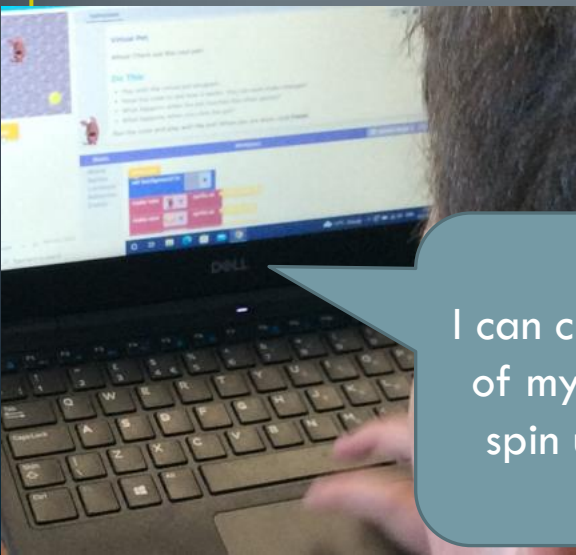
I can build my skills to create animations.



I made a sprite and changed its location by using the location block.



We need to adapt and modify the programme to refine animations.



I can change the behaviour of my sprite by making it spin until I tell it to stop.

I can apply my learning to create a virtual, interactive pet.

The screenshot shows the Scratch 'Virtual Pet' mini-project interface. At the top, the title 'on 5: Mini-Project: Virtual Pet' is visible, along with a progress indicator showing 4 out of 5 steps completed. The interface is divided into several sections: 'Code' and 'Costumes' tabs on the left, a 'Sprites' area in the center, and a 'Workspace' area at the bottom. The 'Sprites' area displays a list of available sprites, including a cat, a penguin, and a dog. The 'Workspace' area shows a script with a 'when run' event block followed by 'set background to' and 'make new' blocks. A 'when touches' event block is also visible in the 'Do This' section. Three callout boxes provide context: one explains the need to read code and make changes, another describes assigning behaviors and creating sprites, and a third mentions debugging when the program didn't respond as expected.

We had to read the code to see how it works and make changes.

We could assign behaviours and create sprites for our 'pet'.

We needed to debug when the program didn't respond as expected.

on 5: Mini-Project: Virtual Pet
2 minutes ago

Code Costumes

when touches event block. Select your two sprites.

Do This

1. Drag out a when touches event block. Select your two sprites.
2. Use a change size block below this event to make your pet grow.

Optional Challenge:

- Play a sound when your pet eats its food.

Blocks Workspace

World Sprites Locations Behaviors Events

when run

set background to

make new sprite at

make new sprite at

Version: 2022

What I have learnt before:

Scratch

Loops and conditionals



Personal Development: The real life knowledge that links is: to understand how everyday things are made

The jobs it can be used in are: programming, app design

Forever Facts

I know what a sprite is

I know how to debug

I know how to program behaviours and events

I know that programs can respond to timed events and user input

Skills

I can create sprites and assign behaviours

I can develop programs that respond to timed events

I can develop programs that respond to user input

I can identify problems and debug

Exciting Books**Our Endpoint**

I can create an interactive virtual pet

Subject Specific Vocabulary

behaviour	an action that a sprite performs continuously until it is told to stop
sprite	a graphic character on the screen with properties that describe its location, movement and look
event	an action that causes something to happen
algorithm	a list of steps to complete a task
program	an algorithm that has been coded into something that can be run by a machine