COMPUTING: PROGRAMMING- Introduction to Animation

KNOWLEDGE ORGANISER

Overview

Animations in Scratch Jr.

- **Programming** is when we make a set of instructions for computers to follow.

-**Scratch Jr.** is a program that we can use in order to code our own stories and animations. It involves sprites (characters on the screen).

-We use algorithms (a set of instructions to perform a task) to program the sprite to do different things.

The Basics of Scratch Jr.

-**What is Scratch Jr?** Scratch is a website/ app that lets us code our own stories, games and animations.

-**Sprites**: Scratch Jr. uses characters called sprites. The main sprite is a cat called Scratch.

-**Home**: Clicking on the house takes you 'home' to your project screen.

Getting Started

-The + starts a new project.

-These are programming blocks. We drag them into the programming area (right). Clicking the block in the area makes the sprite perform on the stage.

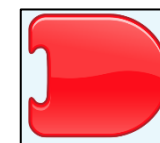- **Moving Blocks:** These make the Sprite move in different ways.

-**Background**: Backgrounds are added by clicking this icon (right).

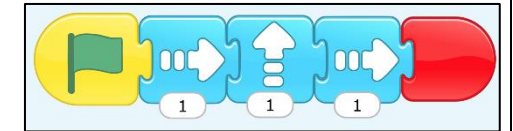-**Start Blocks**: Start blocks are yellow. These are used to start/ run programs.

-**End Blocks**: End blocks are red. These show what happens at the end of your program.

Sequencing

-**Sequences**: -A sequence is a pattern or process in which one thing follows another. In Scratch Jr. we can stack blocks together side by side in order to create programs made up of sequences.

-**Deleting Blocks**: Blocks can be removed from programs by dragging them from the programming area back into the blocks palette.

-**Repeating Blocks**: For something to happen more than once, we can change the number underneath the block.
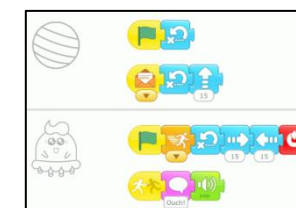
Algorithms and Programming

-An **algorithm** is a set of instructions for performing a task. Designing an algorithm can help us to make the sprite do the things that we want it to do.

-**Programming** is when we move the blocks into the position (based on our algorithm design). Our programming codes the sprite to perform the actions.

Debugging

-Sometimes, things don't work exactly how we want them to the first time. This may be a problem with our algorithm, or we could have made a mistake in our programming.

-If the animation does not work correctly the first time, remember to **debug** it. This means finding and fixing the problems.

Important Vocabulary

Command	Sprite	Compare	Programming area	Block	Joining	Start block	Run	Background	Delete	Reset	Predict	Effect	Change	Value	Instructions	Design