Computing

Creating a Frogger Game using Scratch

National Curriculum

- Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.
- Use sequence, selection, and repetition in programs; work with variables and various forms of input and output.
- Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.
- Understand computer networks including the internet; how they can provide multiple services, such as the World Wide Web; and the opportunities they offer for communication and collaboration.
- Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content
- Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.
- Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.

Key Vocabulary			
Code	debug	sprite	test
edit	program	position	duplicate
backdrop	script	paint	run
shrink	loop	motion	insert

Objective	Student
I know the vocabulary associated with the creating a program and can communicate how it works.	
I can build a Scratch sprite model and program it to move using linked commands.	
I can program variables and understand the effect.	
I can debug to fix difficulties and get the program to run correctly.	
I can reflect and understand what each command does in a script.	