| Castlefield School- Computing		
Topic: Coding with Scratch.	**Year:** Four	**Theme:** Designing, writing and debugging programmes.

How to use computers purposefully and safely.

- Identify what code does in a program and what variables are.
- Explore the coding program *Scratch*.
- Use computer coding to design, create and debug a program.
- Understand how decomposition helps in approaching and solving a problem.
- Create a variable and use it to store data.

Key Skills – getting familiar with block programming.
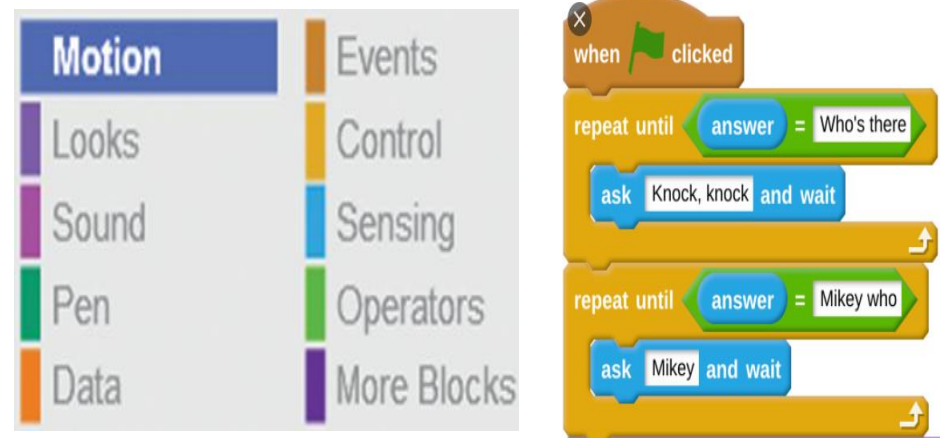
Key Vocabulary

Algorithm	A sequence of instructions or rules that are followed to complete a task.
Program	A computer program is a collection of instructions that can be followed by a computer to perform a specific task.
Code	Words, numbers and symbols that tell a computer what you want it to do. Scratch uses code blocks that can placed into a program.
Scratch	A block-based programming language and website designed to help children to help learn how to design and write code.
Sprite	In computer graphics, a sprite is a two-dimensional image or animation that you program to perform tasks using code.
Debugging	A 'bug' is an error in a computer program. Finding and correcting bugs in a computer program is known as debugging.
Decomposition	A way of thinking about problems in algorithms that involve breaking the problem down into smaller parts and looking at each part in turn.
Variable	A variable is something that can be changed. In computer programming, variables are used to store information that might change and can be used later in a program.

Websites to help:

Scratch is free to use:
https://scratch.mit.edu/

For more fun ways to learn coding go to An Hour of Code, Minecraft:
https://code.org/minecraft
Or
Star Wars:
https://code.org/starwars
Use the block coding option first.