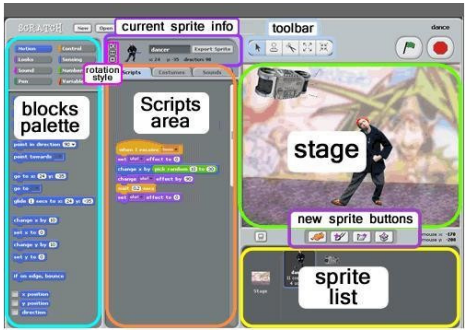
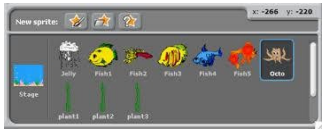
Knowledge Organiser – UKS2 Scratch

Computing projects might include developing a simple computer game using a visual, interactive programming language such as Scratch. Scratch provides access to over 100 code blocks. These code blocks are organized into eight categories and are made available on the blocks palette. Each of these categories of code blocks is described in the following list:

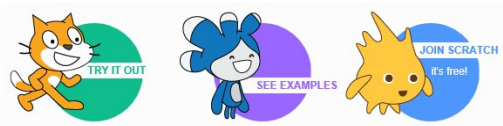
- **Motion**. Code blocks that control sprite placement, direction, rotation, and movement.
- **Looks.** Code blocks that affect sprite and background appearance and provide the ability to display text.
- **Sound**. Code blocks that control the playback and volume of musical notes and audio files.
- **Pen**. Code blocks that can be used to draw using different colours and pen sizes.
- **Control.** Code blocks that trigger script execution based on predefined events, repeatedly execute programming logic using loops, and perform conditional logic.
- **Sensing.** Code blocks that can be used to determine the location of the mouse-pointer, its distance from other sprites, and whether a sprite is touching another sprite.
- **Operators.** Code blocks that perform logical comparisons, rounding, and other arithmetic operation.
- **Variables**. Code blocks that can be used to store data used by applications when they execute.

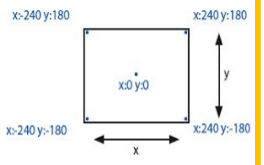
A typical Scratch interface:





Take a look at the website!



Green Flag	Sometimes simply called the 'flag,' this is what starts most projects' scripts running	
Costumes	Images that are used to represent a sprite on the stage	
Script	A collection of code blocks that outlines the programmin g logic that influences the operation of a sprite	
Red Stop Sign	The button that usually stops a project	
X__Y	The coordinates on the stage where you want the sprite to move to	

Did you know that Scratch is freely available and can be accessed from https://scratch.mit.edu/