Year 3 Programming in Scratch
Knowledge Organiser

❓ What are we learning about programming in Scratch?

Scratch is a piece of software that helps us program games, quizzes, drawings and much more. It uses code blocks that are different colours with different uses to piece together like a jigsaw to program an object (sprite) to move and interact. Scratch helps us take a big complex task, such as programming a character to draw a square, and break it up into smaller parts (decompose) to make is easier to understand.

📝 National Curriculum Content

Design, write and debug programs that accomplish specific goal, including simulating physical systems. Use sequence and repetition in programs; work with various forms of input.

📖 Key knowledge

- Know that code blocks in Scratch are different colours to help you find the blocks you need.
- Know that code blocks can be used to draw shapes by programming a pen trail and movements.
- Know that a repetition can be used to a make a program simpler.
- Know how to program an input, such as keyboard arrow keys to make a sprite move.
- Know how to find errors in a program and correct them.

💡 Quick tips

- Click or tap a sprite to see how it works with your sprite before you use it in your program.

- Click or tap the erase all block (found in the extensions) to clear any drawings you have programmed.

🔤 Important Vocabulary

Sprite	The object that we program, such as character or car to move, draw etc.
Stage	The background or scene where the program takes place.
Sequence	Place the code blocks in the correct order (sequence) to make the program work.
Debug	Find an error in your code and correct it.
Loops or repetition	Using a loop or repetition in your program can make your program simpler by using few blocks. It can also make an object follow an instruction more than once. For example, programming a robot to draw a circle 3 times.
Inputs	An example of an input is the keyboard arrow keys, which could be programmed to move a sprite.