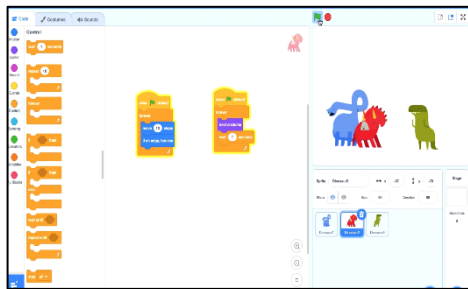
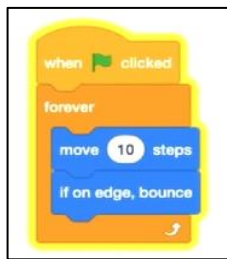


What we will learn



Scratch is a program that we can use in order to code our own stories, animations and games. We can use repeat and loop operator block as in order to make our programs more logical and efficient. These help to run code continuously or for a set number of times.

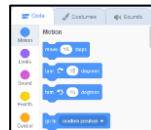


We use **algorithms** to sequence movements, actions and sounds in order to program effective animations.

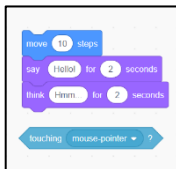
The Basics of FMS Logo

There are three main areas in Scratch:

The Blocks Palette (on the left) contain all of the different blocks: puzzle piece commands which control the animation.



Code Area (in the middle) is where the blocks are placed to create a program.



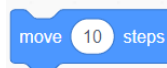
Stage with Sprite (right) is where the output of the program is presented. The sprite is the character.



Event Blocks: Event blocks are coloured yellow and are used to sense different events that happen e.g., the green flag being clicked.



Action Blocks: Action blocks include 'Motion' blocks, 'Sound' blocks and 'Looks' blocks. They make the sprite move, make sounds and change appearance.



E-safety

We teach our children to be SMART online

S Stay Safe: Don't give out your personal information to people / places you don't know.

M Don't Meet Up: Meeting someone you have only been in touch with online can be dangerous. Always check with an adult you trust.

A Accepting Files: Accepting emails, files, pictures or texts from people you don't know can cause problems.

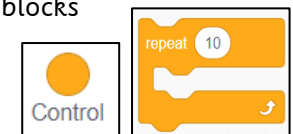
R Reliable?: Check information before you believe it. Is the person or website telling the truth?

T Tell Someone: Tell an adult if someone or something makes you feel worried or uncomfortable.

Follow these SMART tips to keep yourself safe online!

Another handy command

Repeat Block: Select 'code' and then the 'control' blocks (orange). Here you will find the repeat block. It should be placed around the command blocks that you want to repeat. The number of times something is repeated can be typed into the white area.



Count-Controlled/Infinite Loops: We can control the number of 'loops' of a command with the number typed into the 'repeat' block. The 'forever' block makes a command continue infinitely (forever).



