





Year 2 Computing Knowledge Organiser— Programming with Scratch JR

Prior Learning: understand that an algorithm is a set of step-by-step instructions , beginning to check work for mistakes and understand that this is known as 'debugging', direct and program a Bee-Bot or other programmable toy, using different end blocks on Scratch JR such as repeat forever, change the size of character, add characters and backgrounds.

| Facts | Vocabulary |
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| <p>1. <u>What is the scripts area?</u></p> <p>The scripts area in Scratch JR is where you put your command blocks to control your sprite or sprites. Your set of instructions (algorithm) is called a script in Scratch.</p>  | <ol style="list-style-type: none">1. Sprite—characters in scratch2. Script3. Combine—to join something together |
| <p>2. <u>Green Flag Blocks</u></p> <ul style="list-style-type: none">• Green flag blocks are placed at the start of your script (algorithm).• When you click it, your script (algorithm) will start.• This is one of the 'triggering blocks' on Scratch.  <p>Starts the script when the Green Flag is tapped.</p> | <p>This script will start running when the green flag clicked, and because it ends with the repeat forever block, the script will continue running over and over again.</p>  |
| <p>3. <u>Repeat Blocks</u></p> <ul style="list-style-type: none">• Repeat blocks are placed at the end of your script.• When your script is running, with the repeat block at the end your script will keep repeating it self over and over again.  <p>Runs the script over and over.</p> | |