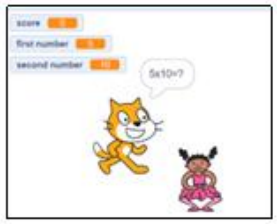
Y4 Computing Knowledge Organiser – Programming

Vocabulary

If/Else/Then	Statements that change a code.
Variable	A value that can be changed.
Block	A single piece of code.
Repetition	Doing the same piece of code more than once.

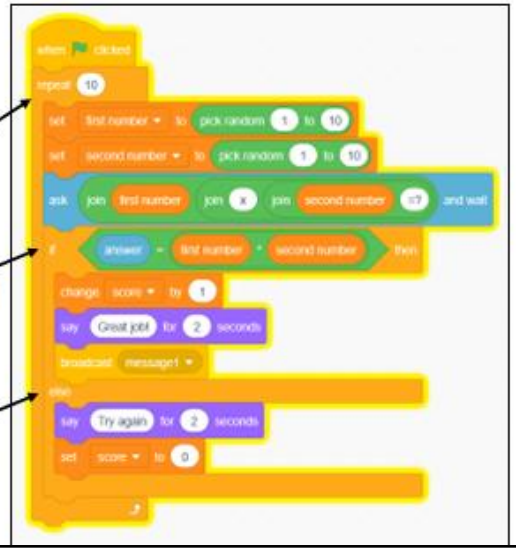
Scratch

If, then, else variable

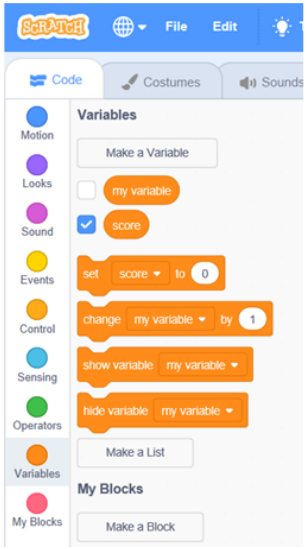


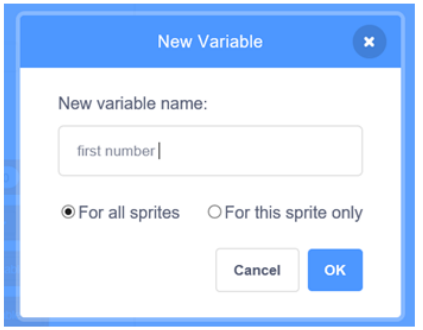
Question , response, feedback algorithm

Question is asked, user responds, feedback is given.

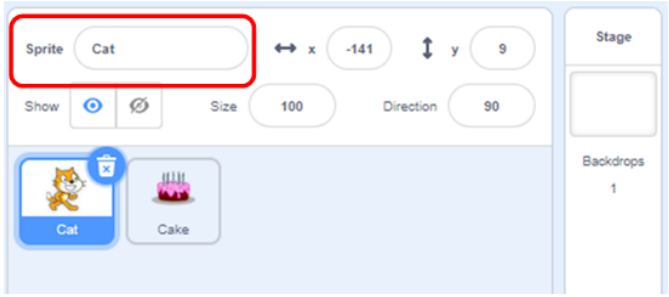


Creating a Variable





Creating an additional sprite



Click to add another sprite



Choose from the sprite menu