



? What are we learning about Scratch Jr?

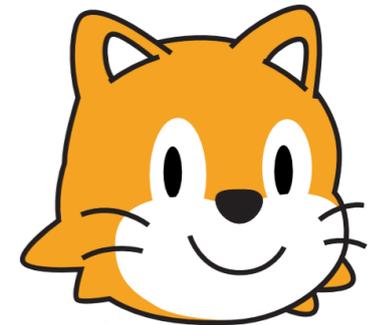
Scratch Jr is a piece of software that helps us write computer programs. It uses code blocks that all have different jobs and we sequence them (put in an order) to make something work or program a game. It also helps us learn Scratch programming skills that we can then use in the full version of Scratch.

Key knowledge

1. Program movements.
2. Program outputs for audio or text.
3. Find errors in a program (debug).
4. Program inputs (touch or clicking)
5. Program selection/conditions (if statements).

Scratch Jr Tips

- A character or object in Scratch Jr and Scratch is called a sprite.
- If you make a mistake use the undo arrow to go back a step.



Outputs

An output is information that comes out of the computer, such as sound or the display. We can program a sprite (character or object) to speak or say sound or text.



Loops

If we want the program to repeat over and over again then we add a loop.



Inputs

An input is information we put into a computer, such as typing on the keyboard, recording sounds with a microphone or touching the screen. We can use Scratch Jr to program something to happen when we touch a sprite, such as play a sound or a speech bubble (output).



Selection (sending messages)

We can program triggers so that an input (touching the sprite) sends a message to another sprite to do something. For example, touching an arrow sprite sends a message to another sprite to move.



Execute

We need to tell our program how to start, this is called executing a program. This could be pressing the green flag, so we can put this at the start of the program.



Debug

We need to check our programs for errors and if we find an error then we need to correct it (debug).