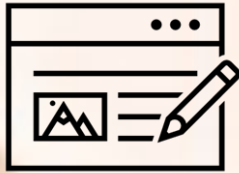


We Are Game Developers

Computer Science



Year 5 — Autumn Term

Online Safety



- I will keep my personal information safe online by never sharing my name, address or school.
- I will keep my passwords private and only share these with trusted adults at home and school.
- I will never share photographs of myself with strangers.
- I will ask permission before downloading anything online.
- I will tell a trusted adult if you receive a mean or strange message from anyone.

Essential Knowledge

- I will know how to use the backdrop and Sprite editor.
- I will know how to use the different code blocks in Scratch to make my Sprite move or speak.
- I will know how to find bugs in my algorithm and can debug to correct it.

What I should already know:

- I know how the input—process—output model works
- I know how to use the input, logic and variables codes on BBC Micro:Bit
- I know how to test and debug programs I write using the simulator
- I can convert and transfer a program written on screen to the Micro:Bit

Vocabulary

Algorithm	A sequence of precise instructions to achieve an objective.
Bug	An error in a program or algorithm that causes the computer or robot to behave in a way that was not planned
Debug	A way to correct the errors in a program or algorithm.
Program	sequence of instructions that can be followed by a computer
Sprite	A character in a program that can be given its own sequence of instructions
Background	Scenery and other unchanging things in a game

Essential Skills

- I will be able to plan a game and record it as an algorithm
- I will be able to use the backdrop and Sprite editor in Scratch to create my own.
- I will be able to create an algorithm to move my Sprite and make it speak.