



Knowledge Organiser - Scratch (Year 2)

Scratch



Programming is when we make a set of instructions for a computer to follow. **Scratch Jr** is a program that uses block coding. We use algorithms (a set of instructions to perform a task) to program the sprite (the cat character) to do different things.

Scratch Basics

Scratch is a website or app that lets you code your own games or animations using a **sprite**.

Sprites: The main character is a cat called Sprite.

[To find out how to use Scratch, click here.](#)

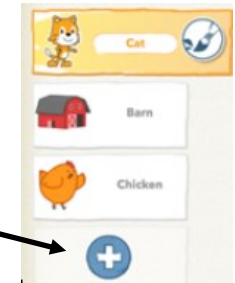


Creating Quizzes in Scratch Jr

Outcomes: An outcome is something that happens when we have done something else. In Scratch we can give it a set of commands (algorithm) to be followed and this will give an outcome.

Quizzes in Scratch: In this unit you create a quiz and the user clicks on a sprite to select the answer. The outcome happens when the sprite is clicked.

Adding new sprites: In the quiz you need more than 1 sprite. To add a new sprite, click the + button to select.



Debugging

What if things don't work how we would like them to first time? It might be a problem with our algorithm or we could have made a mistake in the sequence of our programming.

If it doesn't work first time, remember to debug it. This means that you find the problem and fix it.

[To find out more about debugging, click here.](#)