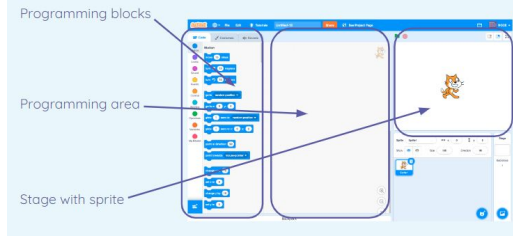


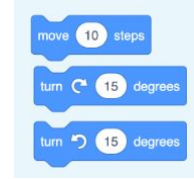


Year 3 Computing - Summer Term 1: Sequencing Sounds

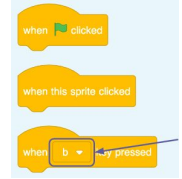
1. Each **block** in Scratch is a **command** which **controls** your **sprite**.



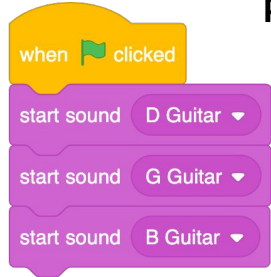
2. **Motion blocks** are used to move your **sprite**.



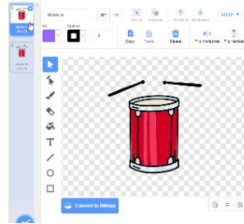
3. **Event blocks** can be used to start a project.



4. A **sequence** is a pattern or **process** in which one thing follows another.



How can Scratch be used to sequence sounds?



5. Changing **sprite**, **costume** and **backdrops** can improve your **design**.



6. If your **algorithm** does not work correctly the first time, it is important to **debug** it.

algorithm	backdrop	block	command	control	costume
debug	design	event	process	sequence	sprite