



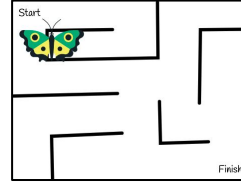
Year 3 Computing - Summer Term 2: Events and Actions



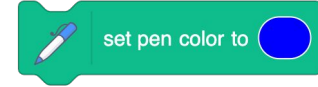
1. Motion blocks can **control** the movement of a sprite in different ways.



2. Resizing a sprite enables it to move easily.

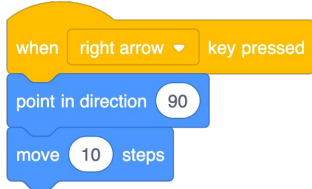


3. Pen blocks enables you to draw lines.



How can events and actions be used effectively in programming?

4. Pen, motion and **event** blocks can be used to create new **effects**.



5. To debug:

1. Review the task – what should the project do?
2. Test the project
3. **Identify** the bug
4. **Fix** the bug
5. **Test** the bug fix – does the code now do what it should?

6. It is important to **evaluate** the different aspects of a project.



algorithm	block	code	control	debug	effects
evaluate	event	fix	motion	resizing	test