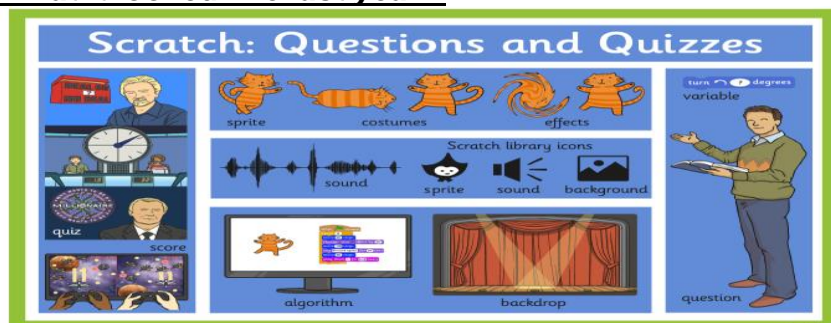


## Year 5 – Scratch 3.0 Planning & Developing Games

### What it looked like last year...



- Write a program that achieves a specific goal
- Create a program that follows a sequence
- Debug a program you have written

### Vocabulary (definitions)

Code  
 Algorithm (set of instructions)  
 Sprite  
 Character  
 Backdrop  
 Events  
 Repeat  
 Scripts (set of blocks to create a code)  
 Debug (solve problems)  
 Score  
 Variable (something that changes)

### What it looks like next year...



- Select appropriate characters to match a scene.
- Animate characters with movement & speech in a story.
- Use broadcast & receive blocks correctly in code.
- Use show & hide blocks correctly in code.

### Sequence of Learning

1. **Creating a Maze Game** (a set of instructions on paper that can be turned into a game)
2. **Design Characters & Backdrops** (original backdrops and characters with a purpose)
3. **Changing Costumes** (add further costumes and ones that change because of an event)
4. **Adding Effects** (such as sound, movement & speech bubbles)
5. **Scoring & Levels** (create a scoring system and different levels)

### Cultural Capital

- To be able to discuss and compare existing games and applications that children play and the range of devices on which games can be played.
- The real life knowledge that links is: Creating and following instructions and carrying out research.
- The jobs it can be used in are: a game or App designer or tester; Graphic designer or a computer programmer.