

## Year 6 – Scratch Animated Stories

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



- Move and edit blocks as part of an algorithm
- Program an algorithm with actions and consequences.
- Add additional effects and features such as sound

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

#### Games Programming in Scratch (Year 7)

- Movement
- Lives and Scoring
- Adding a new level
- Randomising the behaviour of Sprites
- Shooting and jumping
- Adding Sounds
- Using Lists
- Testing

### Vocabulary (definitions)

Show  
Hide  
Visible & Invisible  
Animate  
Repeat  
Audio  
Debug  
Project  
Iteration  
Broadcast  
User

### Sequence of Learning

1. **Animate a Scene** (I will be able to make characters move in a pre-made scene)
2. **Broadcast a Message** (I will learn how to record and broadcast a message)
3. **Show and Hide** (I will learn how to show and hide things in a scene)
4. **Sequence a Story** (I will plan to ensure my story is in a logical order)
5. **Adding Audio** (I will be able to add the message I record in step 2)
6. **Getting Interactive**

### Cultural Capital

- To be able to introduce a structured code and animate characters and scenes gradually building into a story.
- The real life knowledge that links is: How to write a story linking to English.
- The jobs it can be used in are: author; story teller; graphic designer or a computer programmer.