

Key Vocabulary

run	To start a program
outcome	A result
blocks	Parts of a program which produce different functions.
sprite	A character or object in Scratch Jnr that can be coded.
modify	To change or alter

Key Facts

- Design is a really important part of a project. This is where you think things through carefully and then follow your design to create your project.
- When designing, it is important to think about what your outcome will be. What do you want to happen?
- Then, you can choose the right blocks to help you achieve your outcome.
- Finally, you can evaluate your project. How could it be improved? Could you have been more efficient with your design?

Key Questions

- Can different blocks produce the same outcome?
- How can a project be improved?
- Does the artwork match my design?
- What is an outcome?

Links to other Learning

- Year 3 - Programming B - *Introduction to Animation*
- Year 4 - Programming B - *Repetition in games*
- Year 5 - Programming A - *Selection in physical computing*
- Year 6 - Programming B - *Sensing*



Quiz design
Use this design to help you create an interactive quiz to answer a question you have chosen.

1. Question	2. Background	3. Sprite	4. Algorithm
Which animal comes first in the alphabet?	River	Frog Dog	
Which animal comes first in the alphabet?	Farm	Cat Pig	
Task level	Artwork	Algorithms	

1. Choose a question 2. Choose backgrounds 3. Choose your sprites and circle the correct answers

Famous Computer Scientists

Margaret Hamilton



Margaret Hamilton is an American software engineer. She helped design the program to send rockets to the moon through her work with NASA. Her program helped detect errors which were crucial to keeping astronauts safe.