

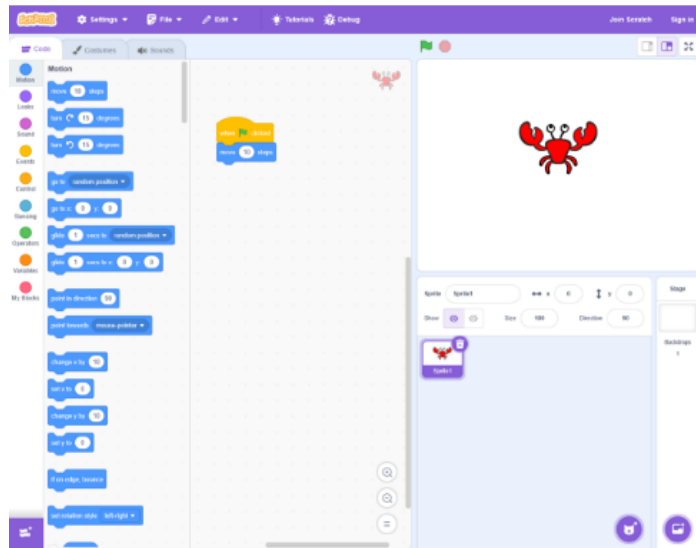
Computing: We are game developers Y5 T1

Learning link

In year 3, we planned, created and tested our own educational game for a target audience.

Key learning

We will plan our own simple computer game. We design characters and backgrounds and create a working prototype. We will further develop our prototype through feedback we receive.



Did you know?

There are alternative programmes to scratch that you could use at home: Snap, Blockly and Tynker. Maybe you could teach someone younger using Scratch Junior.

Vocabulary

Algorithm	A sequence of precise instructions or steps (sometimes a set of rules) to achieve an objective.
Bug	An error or mistake in a programme algorithm causing the computer or robot to behave in a manner that was not originally intended.
Scratch	Simple block-based programming language, in which programmes for characters are built by snapping together code blocks.
Sprite	A graphical characters in a programme that can be given its own sequence of instructions.
Variable	Lets computer programmes store, retrieve or change simple data. A location in the computers memory that holds a an item of data.

Keeping safe

