

# Programming- Repetition in games

## Construction

# SCRATCH

### Prior Knowledge

Year 4: Repetition in shapes.

Year 3: Events and actions.

Year 2: An introduction to quizzes.

Year 1: Introduction to animation

### Future Knowledge

Year 5: Selection in quizzes.

Year 6: Variables in games. Sensing.

### My Component Knowledge:

Lesson 1: I can predict the outcome of a code snippet.

Lesson 2: I can choose whether to use a count-controlled and infinite loop.

Lesson 3: I can explain what the outcome of a repeated action should be.

Lesson 4: I can explain the effect of my changes.

Lesson 5: I can select key parts of a given project to use in my own design.

Lesson 6: I can build a program that follows my design.

### My Composite Knowledge:

I can effectively use a programming platform to use repetition and loops as part of a game.

### My Powerful Knowledge:

I can design, create and debug a game in the program scratch making use of carefully selected code blocks. I can predict the outcome of coding before testing it out.

### Key Vocabulary

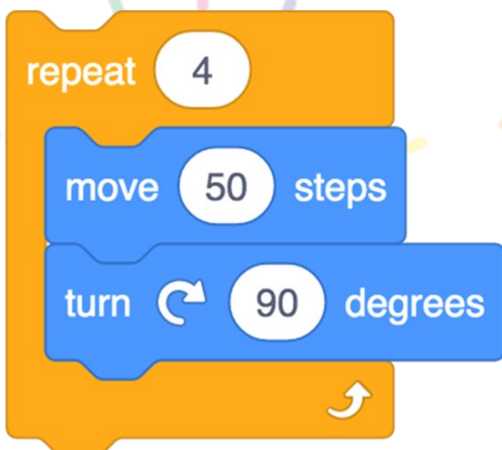
**Tier 1:** Design, Test, Actions

**Tier 2:** Motion, Event, Logic, Code, Setup

**Tier 3:** Sprite, Algorithm, Debug



What will happen when you press the green flag?



Can you predict what this code snippet will do?