




My Year 2 unit on programming quizzes will help me with this unit.
 This unit will help me with my unit on Events and Actions later in Year 3.

Key information

Create a project based on your design

<p>Sprite 1 name and event: Drum, when clicked</p>  <p>What sounds will it make? Two different drum beats</p> <p>How will it move or change? Change the costume each time the drum beats</p>	<p>Sprite 2 name and event: Saxophone, when S key pressed</p>  <p>What sounds will it make? Play notes C, D, and G in that order</p> <p>How will it move or change? Move 10 steps with each note</p>	<p>Sprite 3 name and event: Guitar, when clicked</p>  <p>What sounds will it make? Play notes G, B, and D together</p> <p>How will it move or change? Change to costume b</p>
<p>Stage: Which backdrops will you use in your project? The backdrop will switch between the concert and the spotlight backdrops, when the B key is pressed.</p>		

Vocabulary

Motion Commands	Commands within Scratch that control a sprite's movement
Sound Commands	Commands within Scratch that add sound to a project

Key Computing Skills and Knowledge

- Know how to create a **program** following a given design
- Know that **event blocks** can be used to start a project in a variety of different ways
- Know that **blocks of code** can be joined together to create a **sequence**
- Know that **sequence** means the order in which things happen
- Know how to combine **sound commands**
- Know how to combine **motion** and **sounds** in one **sequence**
- Know how to use **costumes** to change the appearance of a **sprite** and how to use **backdrops** to change the appearance of the **stage**
- Know how to **copy code** from one **sprite** to another
- Know that a **program** should be tested to see if it performs as expected
- Know that music can be created **online**, as well as using real-world instruments