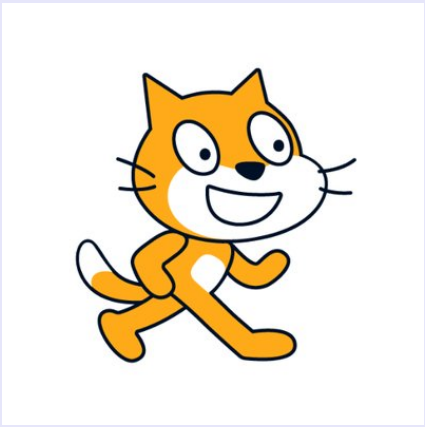
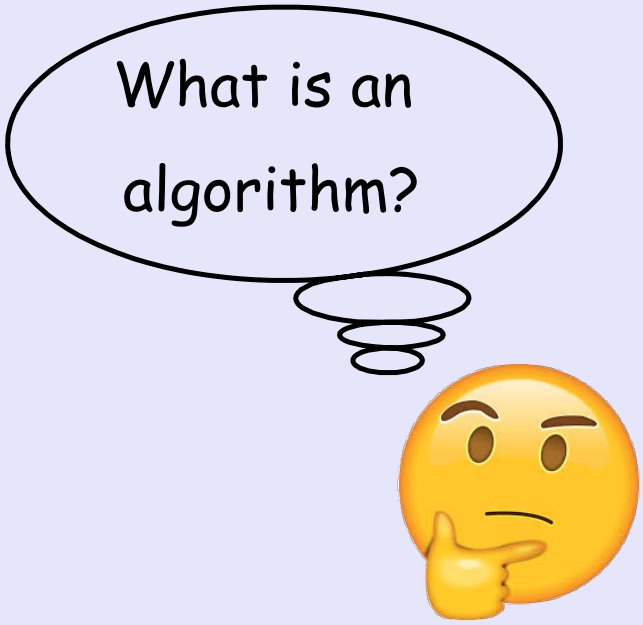
Computing



LO: To identify the features of scratch


What is an algorithm?

An algorithm is a set of instructions that tells a computer programme what to do.

Every time we press a button on a computer, or ipad, or phone, we are starting an algorithm that the computer follows to do it's job.

Before we have a go at creating an algorithm on a computer, let's have a go at making an algorithm in real life.

'Programme' your partner to walk across the room.

They can only do EXACTLY what you ask them.

If you tell them to take 3 steps forward, that is what they will do. Even if there is a table in the way!

Can you write down the instructions you gave your partner?

We are going to be using a computer programme called scratch to create an algorithm. The algorithm we create, will show an animation what it has started. Here is an example...

https://scratch.mit.edu/projects/414264866/

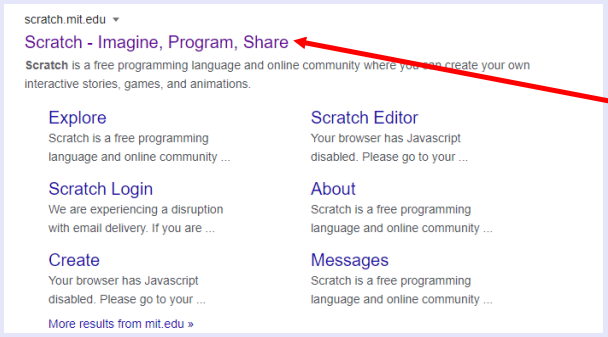
You are going to make your own animation, just like that one. But first, you need to have a go at using scratch.

Start by going to safari on your ipads.



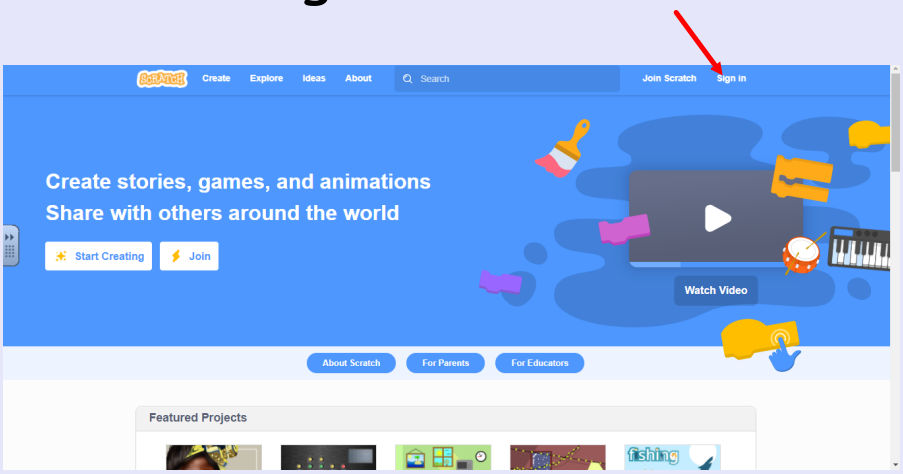
In the search bar, type in

'scratch'



Click the first link.
This one!

On the website, there is a button that says 'sign in'. Click it.



Type in:

Year3CSJ

123clayton

I am now going to show you what each feature on scratch does...

