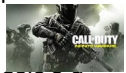




KNOWLEDGE ORGANISER
BIG IDEA: Computer Science
TOPIC: Programming using Scratch and Flowol

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Key Word	Definition
Variable	A 'storage box' used in programming to record data
Sprite	A programmable object in Scratch
Script	A block of programming code in Scratch
Broadcast	A script used to activate other scripts during a project without needing a user prompt
Stage	The playable area / the screen
Background	The image which is like the wallpaper of the stage
Annotation	Labelling the features of your game / level
Success Criteria	What your game needs to have for it to be a success
Objectives	The aim / purpose of the game (or level)
Flowcharts	Graphical and verbal illustrations of algorithms. Useful in describing any step-by-step procedure and making it easier to create programming code
Pseudo code	Flow chart in a text form. More like a computer program, but with human language therefore it can be easily translated into computer languages.
Algorithms	Sequence of step-by-step instructions that will produce a solution to a problem – for this term we will not be playing around with Algorithm exercises

- Understand the history of computer games
- First computer game was called "Spacewar" and was released in 1971
 - Core computer games – in-depth expensive games e.g COD 
 - Casual computer games – Simple/Basic e.g Tetris and Space invaders 
 - Serious computer games – Complex game, like real life e.g Flight simulator 
 - Educational computer games – aimed at educating the user e.g Typing

Understand how to make a scratch Character move using the direction keys on the keyboard

```

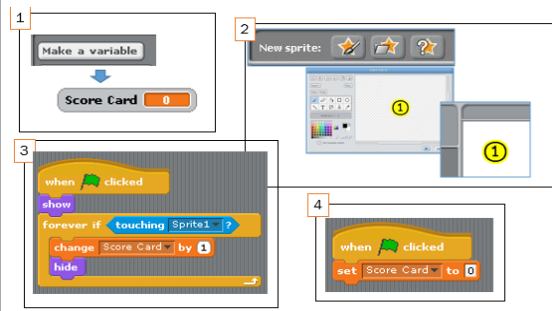
when clicked
  forever if key up arrow pressed?
    point in direction 0
    move 10 steps
  
```

Understand how to make a sprite move automatically

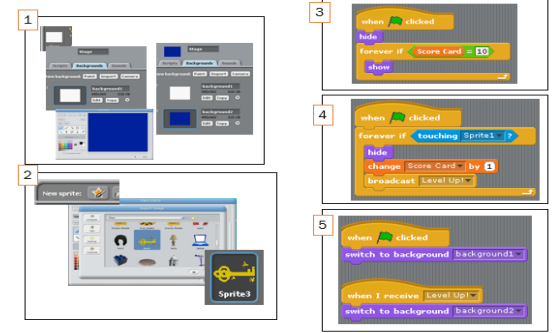
```

when clicked
  forever
    glide 1 secs to x: 201 y: -14
    glide 1 secs to x: -209 y: -14
  
```

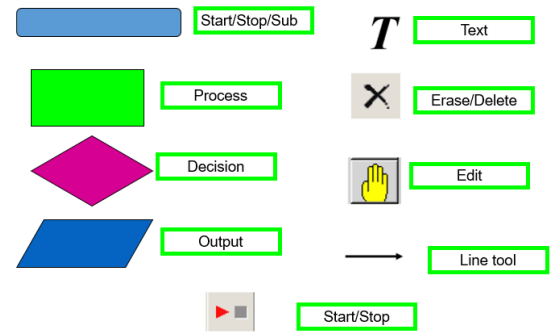
Programming a scoring item



Programming levels



Be able to identify flowchart symbols



Understand a basic flowchart

