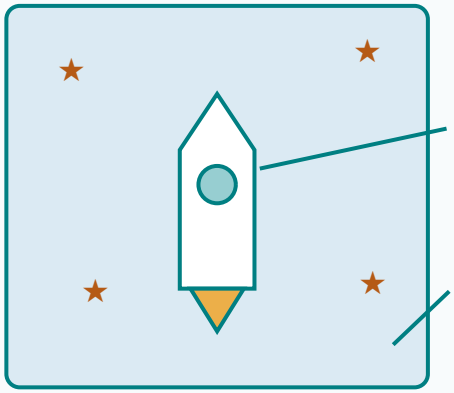
Programming animations

Year 1 Computing | Knowledge organiser

In ScratchJr, we join blocks to make sprites move on the screen.

Meet your project



Sprite

A character or object we can program.

Background

The picture behind the sprites.

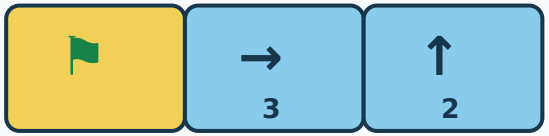
We can add or delete sprites.
Each sprite has its own instructions.

Words to know

Command: an instruction for a sprite.
Block: a command we can join to other blocks.
Algorithm: clear instructions in the right order.
Program: blocks joined to give instructions.
Predict: say what you think will happen.
Debug: find and fix a mistake.

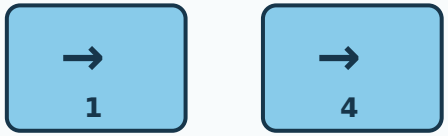
Join blocks in order

Read a sequence from left to right.



Example: start when the green flag is tapped, move right 3 steps, then move up 2 steps.
The blocks run in the order we join them.

Change a number



Right 1 moves a short distance.
Right 4 moves further in the same direction.
Changing a number changes what happens.

Moving and turning

Move blocks send a sprite left, right, up or down.
Turn blocks rotate it.
Turning does not change what “move right” does.

Create and improve your animation

Choose sprites and a background. Plan each sprite’s moves. Join blocks. Run, check and fix.

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