



# Y5 Knowledge Organiser – Programming 1: Music - Scratch

Key vocabulary		Key Facts																		
<b>Basic commands</b>	The simplest instructions that can be used.	<p>Scratch 'create' interface to create music with a Chromebook.</p> <p><b>Block Palette</b> This is where you choose the blocks to use.</p> <p><b>Scripts Area</b> This is where you create your program.</p> <p><b>Stage</b> This is where you see your program in action.</p> <p><b>Sprites</b> This is what characters or objects are called in Scratch</p> <p><b>Backdrop</b> Backgrounds for your project.</p> <p><i>Scratch code blocks colour key</i></p> <table border="0"> <tr> <td></td> <td>Motion</td> <td></td> <td>Events</td> <td></td> <td>Operations</td> </tr> <tr> <td></td> <td>Looks</td> <td></td> <td>Control</td> <td></td> <td>Variables</td> </tr> <tr> <td></td> <td>Sound</td> <td></td> <td>Sensing</td> <td></td> <td>My Blocks</td> </tr> </table>		Motion		Events		Operations		Looks		Control		Variables		Sound		Sensing		My Blocks
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<b>Bug</b>	A mistake or error in the code, stopping the program from working as intended.																			
<b>Computer code</b>	A set of instructions written in programming language, to tell a computer what to do.																			
<b>Code (verb)</b>	To write in programming language (code).																			
<b>Code block</b>	A visual representation for a section of code that performs a certain job. They can be snapped together to build a program.																			
<b>Debug</b>	To remove and repair the error or mistake in computer code.																			
<b>Error</b>	A mistake or a fault in software.																			
<b>Live loop</b>	Like loops, but instead of repeating a number of times, they go on forever. You can also have multiple running at the same time.																			
<b>Loop</b>	A repeated sequence of instruction.																			
<b>Pitch (music)</b>	A musical term which refers to how high or low a note is.																			
<b>Program language</b>	The particular library of code which a piece of software is written in, for example Java and C++.																			
<b>Rhythm</b>	musical term that refers to the 'pattern' of long and short notes.																			
<b>Scratch®</b>	A coding program, in which you can develop interactive games and animations.																			
<b>Sprite</b>	Visual objects that can be manipulated through code, for example to move, respond, appear or disappear.																			
<b>Soundtrack</b>	A music recording that accompanies a film or TV show.																			
<b>Tempo (music)</b>	A musical term which refers to the speed of the music.																			
<b>Timbre (music)</b>	A musical term which refers to the characteristic trait of a sound.																			

What I have learnt before	What I am learning now	What I will learn next
<ul style="list-style-type: none"> <li>Using software to edit and enhance their video adding music, sounds and text on screen with transitions.</li> <li>Using logical thinking to explore more complex software; predicting, testing and explaining what it does.</li> <li>Remixing existing code.</li> <li>Incorporating loops to make code more efficient.</li> <li>Continuing existing code.</li> </ul>	<ul style="list-style-type: none"> <li>Creating and editing sound recordings for a specific purpose.</li> <li>Creating and editing videos, adding multiple elements: music, voiceover, sound, text and transitions.</li> <li>Creating and developing their programming as they work.</li> <li>Using a more systematic approach to debugging code, justifying what is wrong and how it can be corrected.</li> <li>Writing code to create a desired effect.</li> <li>Using a range of programming commands.</li> </ul>	<ul style="list-style-type: none"> <li>Using software programme Sonic Pi/Scratch to create music.</li> <li>Using video editing software to animate.</li> <li>Changing a program to personalise it.</li> <li>Evaluating code to understand its purpose.</li> <li>Creating and developing their programming as they work.</li> <li>Writing code to create a desired effect.</li> <li>Using a range of programming commands.</li> <li>Using repetition within a program</li> </ul>