

Computing —

Events and actions in programming

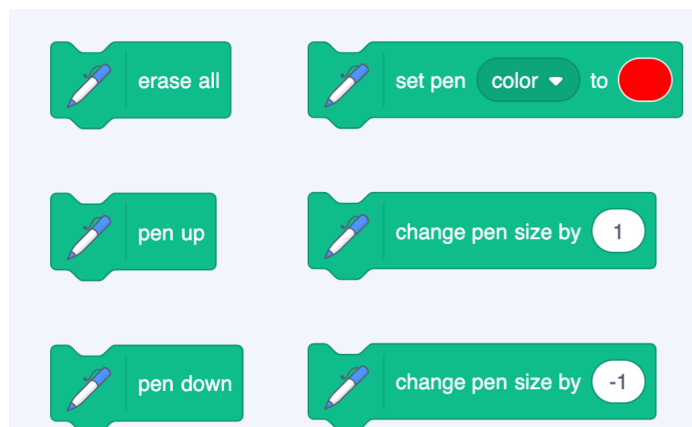
Key vocabulary

Motion
 Event
 Sprite
 Algorithm
 Logic
 Move
 Resize
 Extension block
 Pen up
 Set up
 Pen
 Design
 Action
 Debugging
 Errors
 Setup
 Code

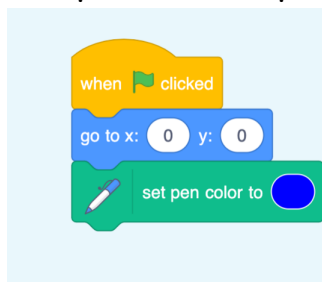
Learning Outcomes

- I can explain the relationship between an event and an action
- I can choose which keys to use for actions and explain my choices
- I can identify a way to improve a program
- I can choose a character for my project
- I can choose a suitable size for a character in a maze
- I can program movement
- I can use a programming extension
- I can consider the real world when making design choices
- I can choose blocks to set up my program
- I can identify additional features (from a given set of blocks)
- I can choose suitable keys to turn on additional features
- I can build more sequences of commands to make my design work
- I can test a program against a given design
- I can match a piece of code to an outcome
- I can modify a program using a design
- I can make design choices and justify them
- I can implement my design
- I can evaluate my project

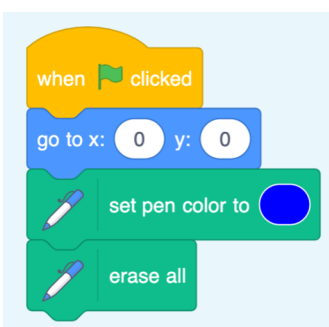
Drawing blocks



This pen draws on top of itself



Debugged by adding erase all block



Movement blocks

