1. Introduction to Scratch
- Each block in Scratch is called a **command.**
- Commands can control your sprite or stage.
- Attributes of a sprite: code, costumes, sounds**.**

2. Programming sprites
- In Scratch you add multiple sprites.
- The blue blocks are motion commands.
- You can change the number within the blocks.

3. Sequences
- Sequence : is a pattern or process in which one thing follows another.
- You can include an **event block** to start a project.
- The yellow blocks are called event blocks.

4. Ordering commands
- Each sprite has its own sound.
- You can change the order of the sound blocks.
- You can order notes into a sequence.

5. Looking good
- You can change the appearance of a sprite by going on 'costumes'.
- You can change and add a backdrop to your stage.

6. Making an instrument
- For a sprite to make a sound we need to plan an algorithm.
- If the algorithm isn't right we need to debug it.
- We can copy code from one sprite to another.

Key Vocabulary

Scratch	Is a programming software.
Programming	A set of ordered commands that can run by a computer to complete a task.
Blocks	Blocks are used to create a program. There is a variety of different blocks.
Commands	A single instruction that can be used in a program to control a computer.
Sprite	Is the object used in Scratch.
Code	The commands that a computer can run.
Backdrop	In Scratch we can add a backdrop to the stage.

Programming blocks

Programming area

Stage with sprite
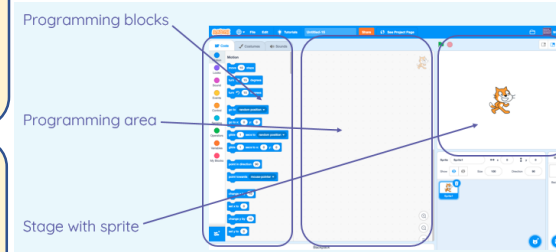
Make the frog move 10 steps

Make the penguin turn clockwise

Make the dog turn anticlockwise