

Sequencing Sounds Knowledge Organiser



Vocabulary that I will learn and use during this unit of work

- Scratch
- Programming blocks
- Commands
- Sprite
- Costume
- Stage
- Backdrop
- Motion
- Glide
- Sequence
- Event
- Task
- Design
- Algorithm
- Code
- Run the code
- Order
- Note
- Chord
- Bug
- Debug

Algorithm design example:

1	Event	When mouse clicked
2.	Sound	Play sound C until done
3.	Other action	Next costume
	Backdrop	Concert

Scratch code blocks for the algorithm design example:

- Move 10 steps
- turn 15 degrees
- turn 15 degrees
- Go to random position
- Glide 1 secs to random position
- next costume
- next backdrop
- play sound C piano until done
- start sound C piano
- when clicked
- when this sprite clicked
- when space key pressed

Create a project based on your design

Sprite 1 name and event:
Drum, when clicked



What sounds will it make?

Two different drum beats

How will it move or change?

Change the costume each time the drum beats

Sprite 2 name and event:
Saxophone, when S key



What sounds will it make?

Play notes C, D, and G in that order

How will it move or change?

Move 10 steps with each note

Sprite 3 name and event:
Guitar, when clicked



What sounds will it make?

Play notes G, B, and D together

How will it move or change?

Change to costume b

Stage: Which **backdrops** will you use in your project?

The backdrop will switch between the concert and the spotlight backdrops, when the B key is pressed.