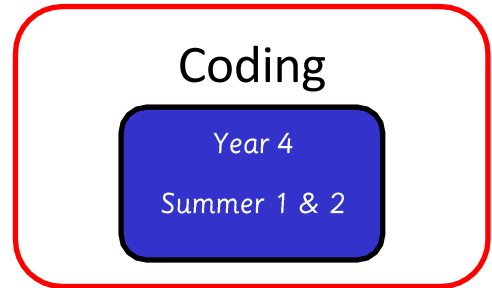
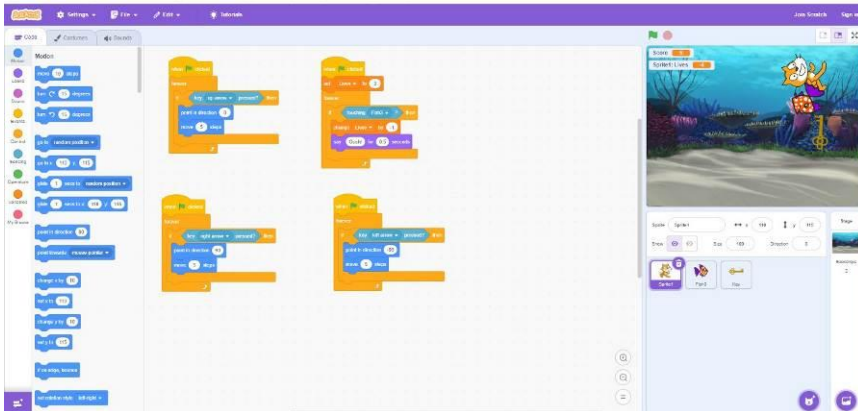




“Whatever you do, work at it with all your heart”

Colossians 3:23



Key Knowledge

To know that:

To debug is to look for problems in the code and solve them.

A variable is something in code that can change.

Using the word ‘when’, can make events occur in response to other actions.

Know the difference between bots and people online

Breaking up problems into smaller parts, makes it easier to solve

Watching a program with repetition and conditionals allows me to spot if and where it goes wrong and debug it.

There are ways to use technology in a healthy way.

Key Vocabulary:

Algorithm - A set of instructions

Program - a set of instructions that a computer can follow

Bug - An error in a program that prevents the program from running as expected.

Debugging - Finding and fixing errors in programs.

Loop - The action of doing something over and over again.

Programming - The art of creating a program.

Event - An event is an action that causes something to happen.

Variable - a value that can change in a program

Conditionals - you can give a program a choice of outcome. For example, using if / when

Sprite - A graphic on the screen with a location, size

The screenshot displays a Scratch workspace titled "Lesson 6: Events in Bounce". The interface includes a top toolbar with "Share" and "Remix" buttons, a "Sign In" button, and a "Version History" link. The main workspace is divided into three sections: a stage on the left showing a basketball court with a hoop and a ball, a "Blocks" panel on the bottom left, and a "Scripts" panel on the bottom right. The "Scripts" panel shows a "when run" block followed by a "when left arrow" block with a "move left" block, and a "when right arrow" block with a "move right" block. Below these are two "when ball hits" blocks (hand and wall) each with a "bounce ball" block, and two "when ball in goal" blocks (misses hand and in goal) each with a "score opponent point" block. The "Instructions" panel on the right contains text: "There is now a hoop at the top. Attach the score point block to the when ball in goal event and the score opponent point block to the when ball misses hand event to make a game. See how many points you can score before your opponent scores twice."