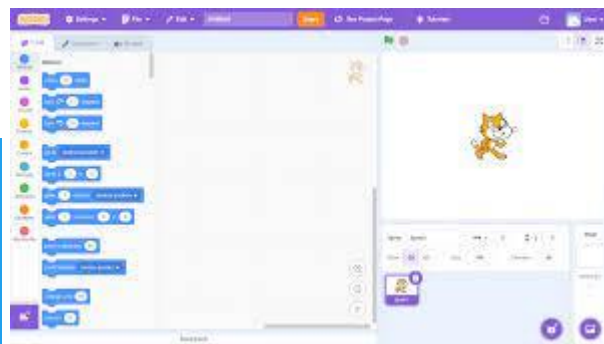



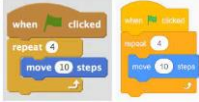



Key Knowledge

I need to know -

- that algorithms are used to create a program
- that sprites are characters that are controlled.
- that programming blocks are used to create an algorithm
- programs can be tested once created
- that algorithms can be created for each sprite



Key Vocabulary

<p>sprite</p>		<p>Character you can choose to program</p>	<p>background</p>		<p>The background you choose for your sprite</p>
<p>Programming block</p>		<p>Where are of your commands are in order.</p>	<p>command</p>		<p>Instructing your sprite on what to do.</p>
<p>Algorithm</p>		<p>What you have programmed your sprite to do.</p>	<p>value</p>		<p>The number of times you are programming the sprite to do something</p>