



### What is Programming

The two main types of Programming Language is Visual and Textual.

#### Visual Programming



#### Textual Programming

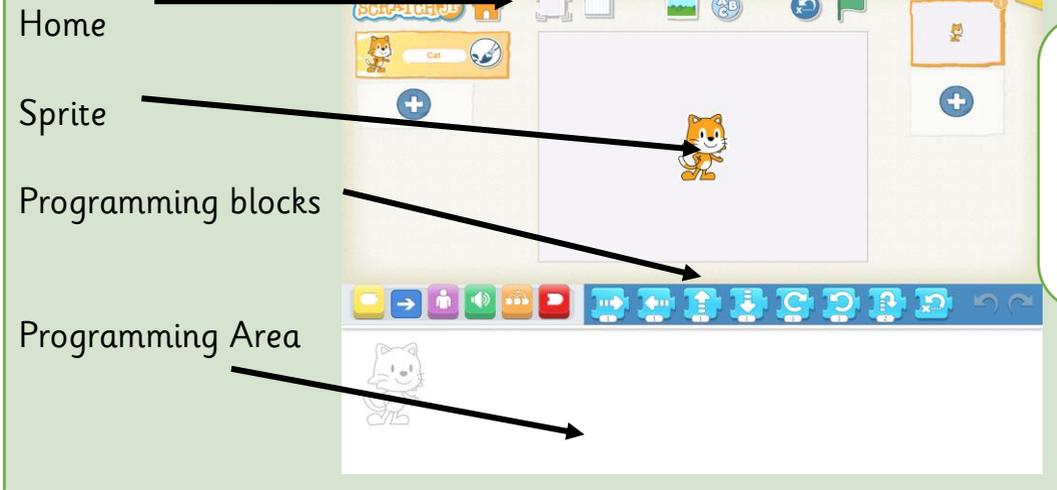
```
5,
LocalWorkload = HIGH,
reproduction (
  mutationRate = '2.3',
  partnerSelectionPolicy = fitnessbased,
  crossoverPolicy = fitnessbased
)
```

### Adding a background

Add a background by tapping on the Background icon.



### An introduction so Scratch Jr



Choose a blue block, drag it into the programming area, and tap it to make the cat move



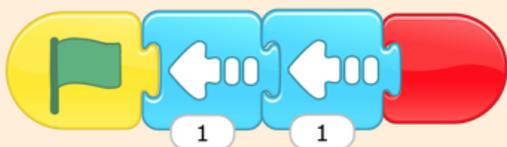
### Key Vocabulary

<b>Commands</b>	An instruction that tells the computer to do an action.
<b>Programming</b>	Using instructions to make a computer do perform a certain action
<b>Programming blocks</b>	Blocks of code with a specific outcome
<b>coding</b>	See programming
<b>animation</b>	The appearance of moving pictures of objects
<b>Background</b>	The scene or colour that sprites can move on.
<b>Sprite</b>	A picture that represents and animal, object or persn
<b>Algorithm</b>	a sequence of instructions a computer program will follow to perform a certain action
<b>Bug</b>	An error in a computer program

## Algorithms

An **algorithm** is a part of the design of the program. It is a set of precise instructions showing what you want the program to do.

Start ← ← End



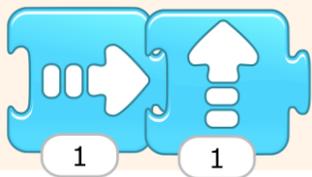
**Start** blocks in Scratch Jr are yellow. These are used to start or run your program.



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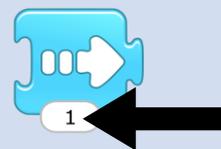


Creating programs



## Changing a Value of a block.

Algorithms can be made more efficient by changing a value!  
There is no need to have the same block 5 times.



We can use one block and change the number underneath.

## Changing a Sprite

You can have more than one sprite in your project, each with its own program



A polar bear in the Arctic



A spaceman on the Moon



Apps and Programs I can use.

Purple Mash Scratch Jr Purple Mash

