

EDULiTO

Teaching Coding Concepts Using Scratch



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Scratch is developed by the Lifelong Kindergarten Group at the MIT Media Lab. See <http://scratch.mit.edu>

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Edulito is a UK based educational publishing company that has been set up to ensure that students have a real opportunity to fulfil their potential. All of the available resources have been tested in UK schools to ensure that they provide students with a meaningful experience and provide teachers, parents and students with a clear indication of progress.

This resource has been produced to teach KS2 and KS3 students about programming concepts using the visual programming language Scratch. The activities have been designed to provide a stimulating, engaging and effective way of improving students' knowledge of the core programming concepts.

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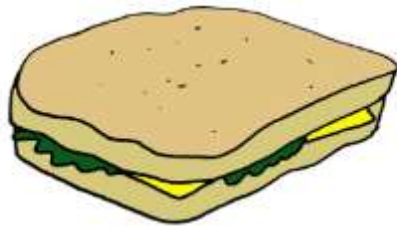
Algorithms

What is an Algorithm?

Every day you make use of algorithms. For example you might tell a friend how to play a game or you might be given instructions by your teacher. These are both examples of algorithms.

An algorithm is a sequence of instructions or a set of rules that are followed to complete a task.

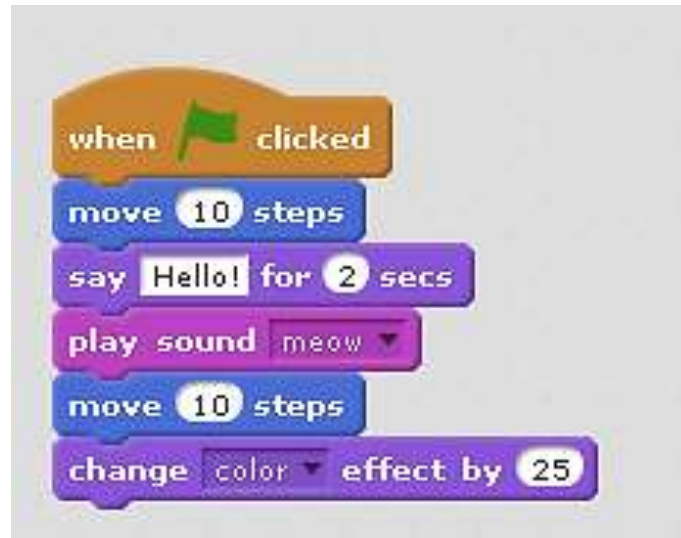
1. Now write an algorithm that tells a friend how to make a sandwich. What is your first step, what will you do next? Remember that the clearer the instructions the more likely it is that your friend will be able to follow them. Include at least FIVE steps.



Step	Instruction
1	
2	
3	
4	
5	

Now it's your turn to code!

2a. Create this algorithm using Scratch.



2b. Now find out what happens when you click the green flag and write a description of what happens in this box.

Challenge Now use Scratch to make another algorithm. You decide what you would like the algorithm to do. Describe what the algorithm does below.