

Computing: Core Questions & Vocabulary

Year Group: 7

Composite: Scratch Programming

Composite number: 4 of 7

| Core Questions | |
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| 1 | In Scratch, what is the default position of the sprite when the project starts? |
| 2 | Which of the following Scratch blocks moves the sprite to a specific coordinate? |
| 3 | What do the X and Y coordinates represent in Scratch? |
| 4 | If a sprite is at coordinates (200, 150), where will it be in relation to the center of the screen? |
| 5 | What does the "change x by []" block do in Scratch? |
| 6 | Which block would you use to make a sprite move to the edge of the screen without specifying coordinates? |
| 7 | In Scratch, how can you make a sprite move to a random position within a specific area? |
| 8 | What is the range of values for the X and Y coordinates in Scratch? |
| 9 | When using the "glide [] secs to x: [] y: []" block, what effect does the Y value have on the sprite's movement? |
| 10 | What happens when the sprite's X coordinate is set to 0? |
| Core Vocabulary | |
| 1 | Code Blocks |
| 2 | Decomposition |
| 3 | Pattern Recognition |
| 4 | Abstraction |
| 5 | Logic |
| 6 | Sequence |
| 7 | Iteration |
| 8 | Conditionals |
| 9 | Input |
| 10 | Output |
| 11 | Debugging |
| 12 | IF, ELSE |
| 13 | Variable |
| 14 | Slideshow |
| 15 | Professional |

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| 16 | Simple |
| 17 | Specific |