Sequencing sounds

Year 3 Computing | Knowledge organiser

Use Scratch to combine movement and sound, then program your own musical instrument.

Words to know

Sprite: an object or character in a project.
Stage: the area where the project runs.
Backdrop: the background image on the stage.
Costume: an appearance a sprite can use.
Algorithm: precise instructions in an order.
Program: instructions written as code.
Sequence: commands in a particular order.
Event: something that starts a sequence.

Build a sequence



Event starts the sequence.

Commands run in order.

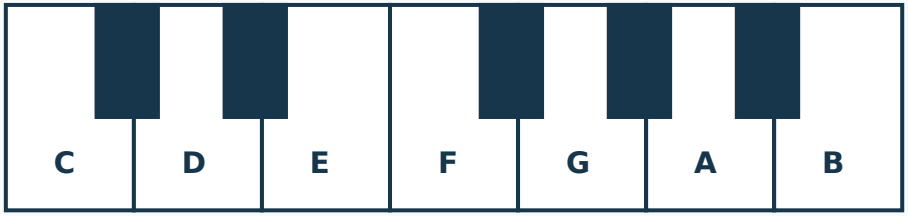
Predict what the sprite will do before you run it.
The sprite follows the code exactly.
Changing the order can change the outcome.

Choose the correct sprite

Each sprite has its own code. Select the sprite you want to program before adding blocks.

Design a musical instrument

Plan the sprites, backdrop and actions you need.
Example: make piano keys that play notes.



Algorithm for one key:
When this key sprite is clicked, play its note.
Turn your algorithm into connected Scratch blocks.
Copy code to another key, then change its note.

Order your sounds

C → D → E **E → D → C**

The same notes in a different order make a different sequence. Combine sound and motion.
Choose costumes and backdrops for your design.

Test, debug and stay safe

Run your project. Does it match your design?
Fix mistakes and test again. Save your work.
Keep personal details private; be kind online.
Give credit and tell an adult about concerns.

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