

Year 3 – Programming A: Sequencing Sounds

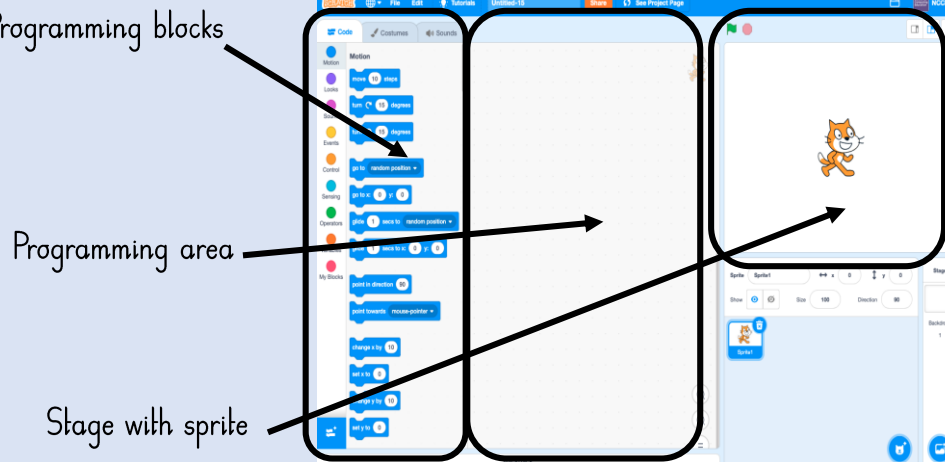
There are lots of different ways to start your code.

when clicked

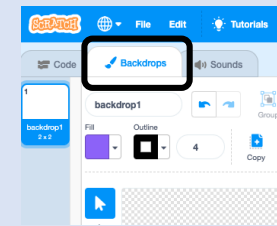
when this sprite clicked

when **b** key pressed

This can be any key on the keyboard

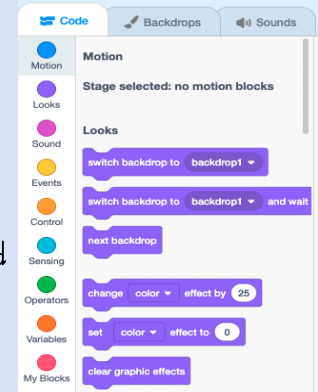


Backgrounds in Scratch can also be coded!



Use the 'looks' code blocks (purple) to change your background during your animation.

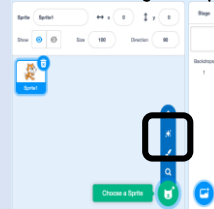
Add backgrounds and code them to change based on variables.



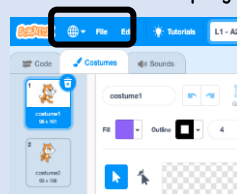
Each block in Scratch is a **command** which controls your sprite or stage. Clicking them together builds up **sequences** of code.



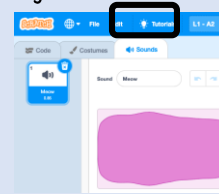
A **Sprite** is an object in Scratch that performs functions controlled by scripts



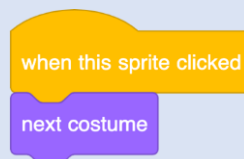
Explore and add new sprites



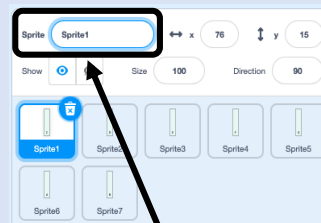
Change the sprite's costume.



Add sound to your sprites.



You can change the sprites character using the **purple code blocks**.



Don't forget to name your sprites to make your code easier to understand.

A **sequence** is a pattern or process in which one thing follows another. The order of **sequences** are important to make sure events happen in the order we want them to

2, 4, 6, 8



A **chord** is created when certain notes are played at the same time:

- C chord – C, E and G
- F chord – F, A and C
- G chord – G B and D

