In this unit, the children will create an animated cartoon using characters they design. They will use a **paint tool** to create characters and backgrounds. They then create an **animation** by translating a storyboard into a series of scripted instructions (**program**) for graphic objects.
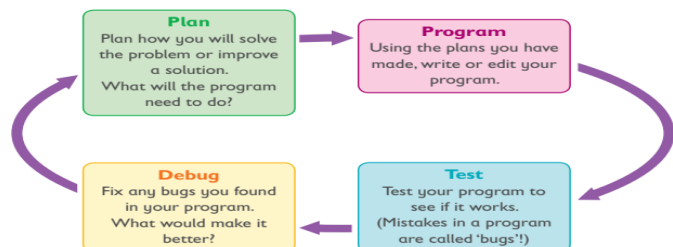
Computer Science

Prior Knowledge

Children will already know how to create a simple algorithm using Scratch for predesigned characters.

How we program
The process of iterative development

Plan
Plan how you will solve the problem or improve a solution.
What will the program need to do?

Program
Using the plans you have made, write or edit your program.

Debug
Fix any bugs you found in your program.
What would make it better?

Test
Test your program to see if it works.
(Mistakes in a program are called 'bugs'!)

E-safety: Review
To understand that good online behaviour is important for making the internet an enjoyable place for everyone

Computing Key Vocabulary	
Algorithm	A set of rules or a precise step-by-step guide to solve a problem or achieve a particular objective.
Animation (CGI – Computer-Generated Imagey)	The process used for digitally generating animated images.
Program	A stored set of instructions in a language understood by the computer.
Script	A script is a set of steps that a programmer writes for a computer to follow.
Storyboard	A storyboard is a series of illustrations that map out the key events in a project. This could be for a game, animation or film project.
Variable	A way in which computer programs can store, retrieve or change simple data, such as a score, the time left, or the user's name.

SWITCHED**ON**
Computing

This half term we will be using…

Hardware	Software/Apps
Chromebooks	Scratch

Line of code - **algorithm**

The different coloured **blocks** serve different functions.

Costumes
You will need multiple 'costumes' to add realistic movement to you animation

Sprite

Background

Different **sprites** will need their own algorithms

SWITCHED**ON** Computing