Computing Friday 12th February 2021

LO: I can add features and procedures to my programming.

I continue to be impressed with the evidence of the computing that you have sent in over the last few weeks – I know it is tricky to do when you are working on a computer, but if you can send a picture it is really good to see what you have been working on.

fmsLOGO:

This week you are going to taken what you have learned about drawing shapes so far and learning how to create shortcuts called ‘procedures’. First of all, go through the PowerPoint where you will learn how to break down larger tasks (or ‘decompose’ in computing speak) into smaller parts. You will then see how to create a ‘procedure’ using the To and END markers. Work through writing the different procedures for each shape and make sure you name them. You can call the shapes simply by writing the name, such as square, in the command line. If you need to edit a procedure then you can do so by pressing on the EDALL button, making any changes and then closing the window by pressing X. Have fun, test out some of your own procedures if you get chance and explore what happens when you make slight changes to in a repeat command.

Scratch:

This week you are going to take what you have learned about moving sprites around and become problem-solving detectives. In computing terms, we call this ‘debugging’. Have a look at the PowerPoint and the example program – can you ‘debug’ the problems to make the code do what it should do? Have a go through the worksheet to debug the other problems that are on there. There is another example program to look through and debug and a task to modify the design of a program – once you have done this, can you re-arrange the steps to success for successful debugging? Have fun, test out adding some features of your own to a basic program – did it do what you expected? If not, can you debug?