

# Year 7 Summer 1 Computing: Scratch II

A) Key knowledge		B) Key knowledge		C) Key knowledge		D) Literacy	
<b>Subroutines #1</b>	Subroutines are a group of instructions that will run when called by the main program or other subroutines.	<b>The FOREVER block</b>	This block loops instructions forever.	<b>Variables</b>	Variables can only hold <b>one piece</b> of data at a time.	Describe how you might decompose the task of creating a game in Scratch. [8]	
<b>Subroutines #2</b>	Subroutines allow us to use a piece of code again and again whenever we call them.	<b>The REPEAT block</b>	This block repeats instructions a set number of times	<b>List #1</b>	A list is a collection of related elements that are referred to by a single name.		
<b>Decomposition</b>	Subroutines help break down a problem into small manageable chunks. This is known as <b>decomposition</b> .	<b>The REPEAT UNTIL block</b>	This block loops instructions until a condition is met	<b>List #2</b>	Lists allow you to hold <b>multiple items of data</b> under one name.		
<b>Loop</b>	A program loop is when it repeats its instructions.	<b>Count-controlled iteration</b>	This block repeats instructions a set number of times	<b>Inventory</b>	Used in games to store a series of useful items.		
<b>Iteration</b>	Iteration enables a program to repeat instructions – it is a formal word for loop.	<b>Condition-controlled iteration</b>	This block loops instructions until a condition is met	<b>Constructs</b>	These are SEQUENCE, SELECTION and ITERATION.		
<b>Homework:</b> Look/cover/write and self-mark the information from Section A		<b>Homework:</b> Look/cover/write and self-mark the information from Section B		<b>Homework:</b> Look/cover/write and self-mark the information from Section C			<b>Homework:</b> Literacy task