# Knowledge organiser – Y5 Programming
## My Key Learning

1. Click on the 'Sounds' tab.

2. Sounds can be selected from this 'Choose a sound' icon.

**Adding a sound from the sounds tab.**

**Loop**

The '**Control**' code blocks will allow you to **loop** sections of music.

**Debugging the loop code**

All sounds to be repeated/**looped** need to be inside the '**repeat**' code block.

Look out for bugs (mistakes)when choosing and assembling your code such as:

- Blocks in the wrong sequence
- Ensure all blocks in a loop are placed inside your repeat block.

Different instruments can be found in the scratch block 'set instrument to' such as: Piano, cello, organ and guitar.
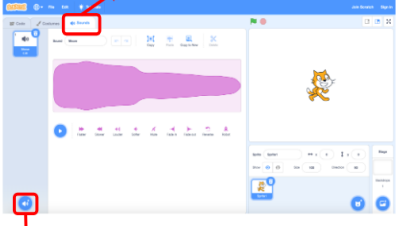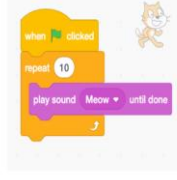
## What do I already know?

I know what a variable is and how to use them to keep track of a score.

I know what each block is used for in Scratch.

| Key Vocabulary | Definition |
|---|---|
| **sprite** | A visual object that can be manipulated by code. |
| **pitch** | A musical term which refers to how high or low a note is. |
| **command** | A simplest instruction that can be used. |
| **tempo** | A musical term that refers to the speed of the music. |
| **live loop** | Like loops, but instead of repeating a number of times, they go on forever. |
| **timbre** | A musical term which refers to the speed of music. |
| **soundtrack** | A music recording that accompanies a film or tv show. |
| **loop** | A repeated sequence of instructions. |

Scratch 'create' interface

**Block Palette** This is where you choose the blocks to use.

**Scripts Area** This is where you create your program.

**Stage** This is where you see your program in action.

**Sprites** This is what characters or objects are called in Scratch

**Backdrop** Backgrounds for your project.

Scratch code blocks colour key

- Motion
- Looks
- Sound
- Events
- Control
- Sensing
- Operations
- Variables
- My Blocks