

# Year 5 - Scratch Animation

## Keywords

Modelling	Recreating a real world or imaginary situation
Algorithm	A sequence of instructions that solves a task or problem
Decomposition	Breaking a large problem down into smaller parts to solve
Sequence	The order instructions are written in
If - Then	When a choice is made what happens afterwards depends on that choice
Flow chart	A diagram that uses shapes and connectors to describe a set of instructions

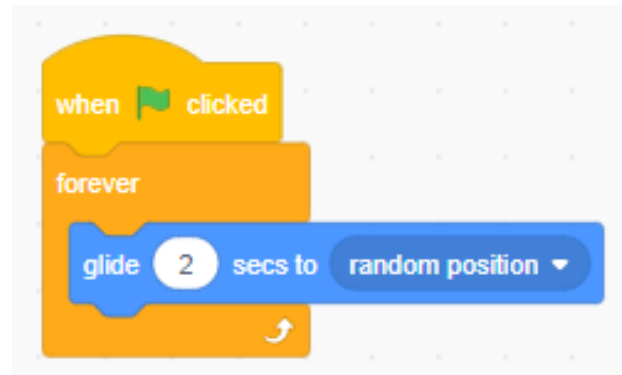
## Blocks in Scratch are grouped based on what they do...

Motion	Blocks for making your sprite move
Data	Variables used by sprites
Control	Controls the computer program
Operators	How to make decisions

## Movement



The x and y coordinates will change depending on the position of your sprite



## Switching Costume

