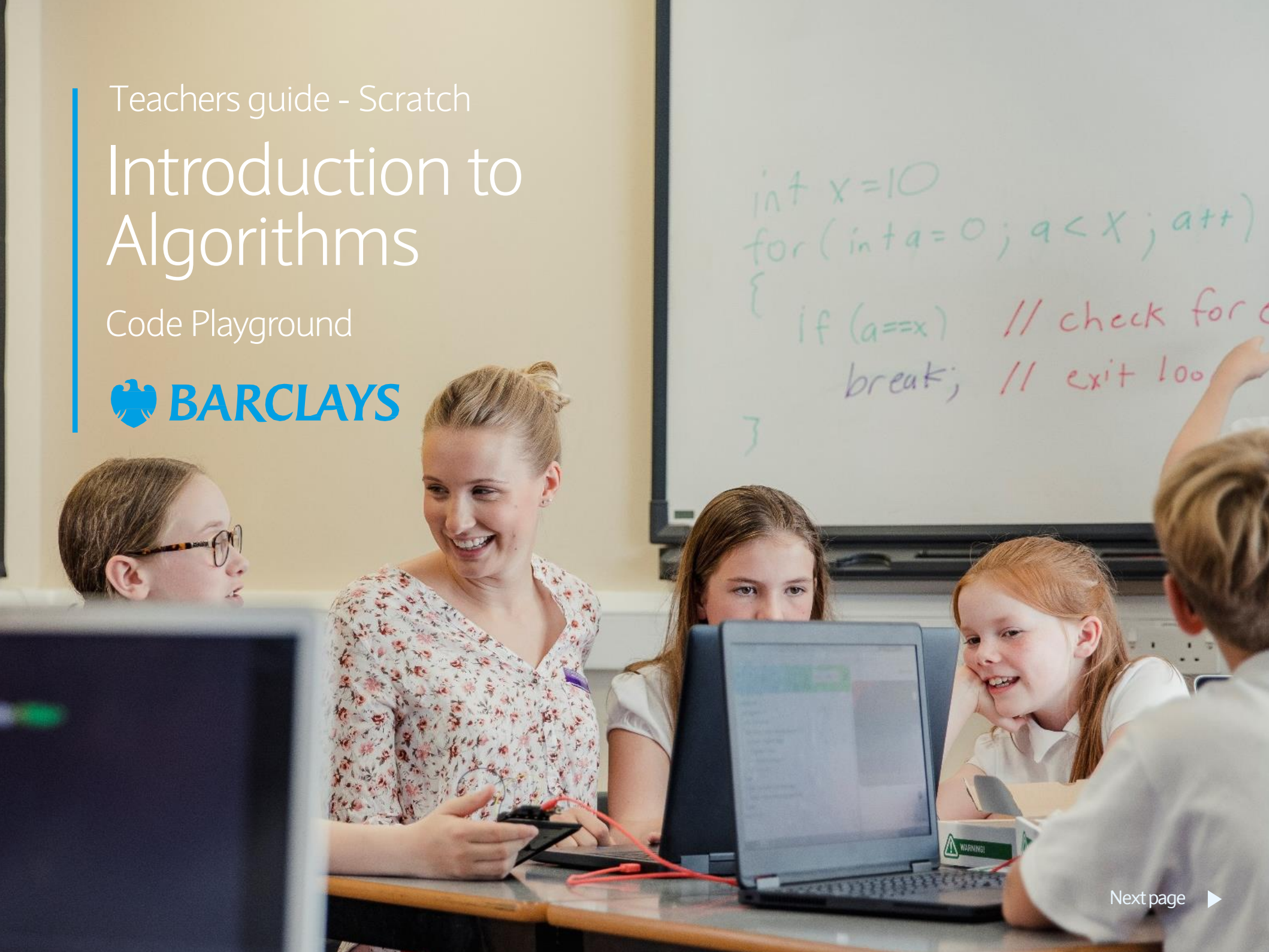
Teachers guide - Scratch

Introduction to Algorithms

Code Playground

BARCLAYS



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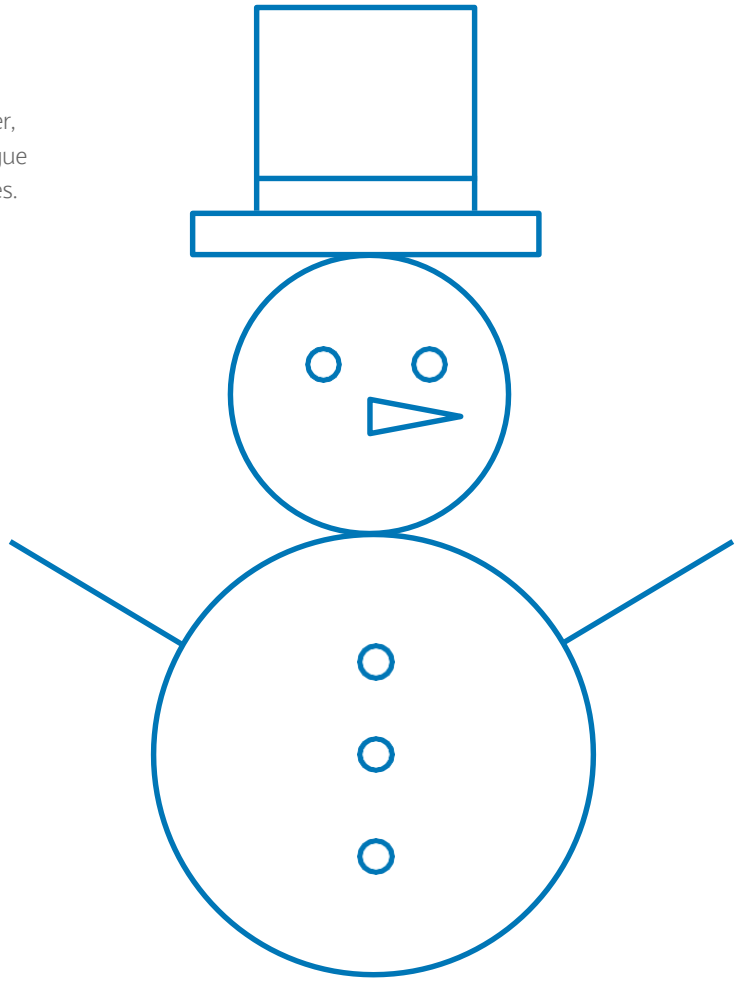
Scratch project

Use the examples below for the drawing activity. Remember, the first time around you should keep your instructions vague so that the children end up with a range of different pictures. Be more specific the second time around.

Use statements like:

- Draw a circle with three circles inside it
- Add another circle on top
- Draw a thin rectangle on top of the top circle
- Draw a triangle inside the top circle

And so on…

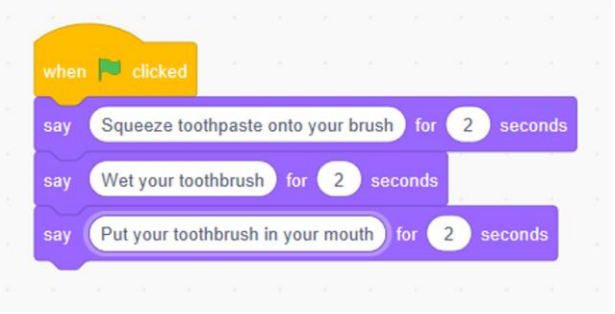


Introduction to Algorithms

Scratch project

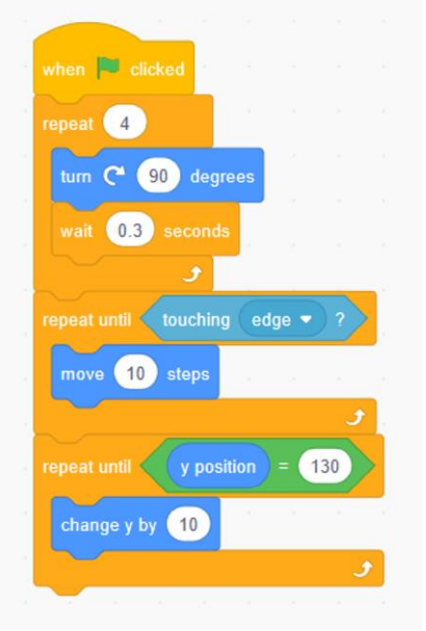
Almost any sequence of code which results in an output on the stage screen can be described as an algorithm.

A very basic example might be to code your sprite to give its very own set of instructions – or an algorithm – using the 'say' blocks.



More able pupils should be encouraged to create an algorithm that contains a sequence of a variety of blocks. It can be helpful to think of a 'problem' that needs to be solved. For example, your sprite needs to turn in a circle and walk to the top right hand corner of the screen. Remember, be specific!

Both of the below examples 'solve' our problem, with differing levels of complexity and specificity.



Notes