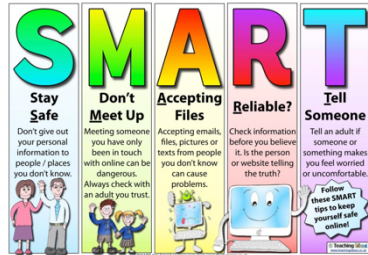


Key vocabulary

conditional command	a command that will happen as long as a certain condition is met
loop	a command that repeats itself until told to stop

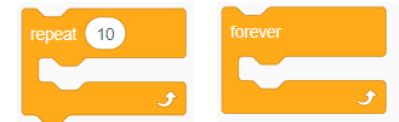
online safety



Key knowledge

Decomposing can be used to plan a game by looking over a finished product and understanding what needs to happen.

A loop can be given a set number of repeats or can loop forever.



A conditional command on Scratch works by using “if... then” commands. Sensing blocks can be inserted into the “if” blocks to tell the algorithm to change if a condition is met.

- “If the sprite touches this, I will get a point.”
- “If my sprite touches this, the game will stop.”

