Computing Knowledge Organiser

Programming 1 - Further coding with Scratch	Year 6	Autumn Term 2



This program starts when the green flag is clicked. It asks for the player's name and says, "Hi!" followed by their answer. It then asks, "What is 3 × 2?"

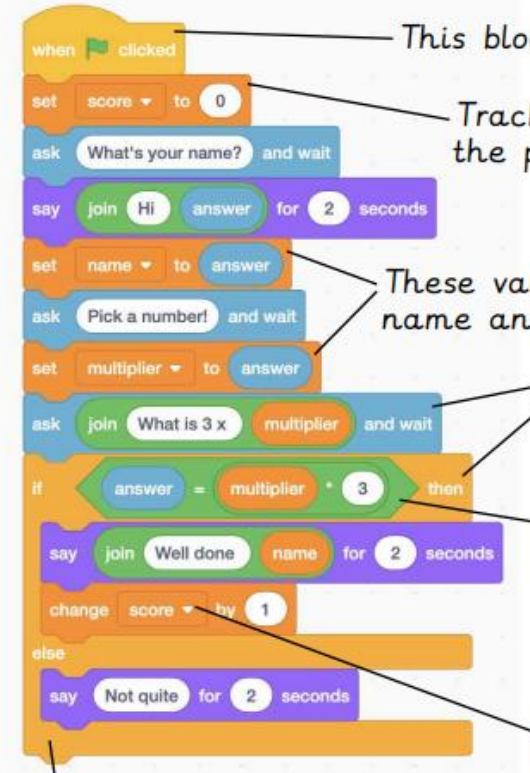
It checks the answer using an **if statement**. The **condition** 'if answer = 6' decides which message to show.

The 'answer' block stores what the player types, such as their name or maths answer.

Multiplication game blocks

- **Storing information**: use variables like **score**, **name** and **multiplier** to track what the player does.
- **Making choices:** use **if** and **if, then, else** to control what happens based on the user's **answer**.
- **Using sensors**: use blocks like answer, key pressed and touching sprite to react to input.

Multiplication game code



This block starts the program.

Tracks how many questions the player answers correctly.

These variables store the player's name and chosen number.

These blocks collect input from the player.

Checks if the answer is correct and shows a different message depending on the result.

This adds 1 point if the answer is correct using the score variable.

The 'if, then, else' block checks if the answer is correct and shows a different message depending on the result.