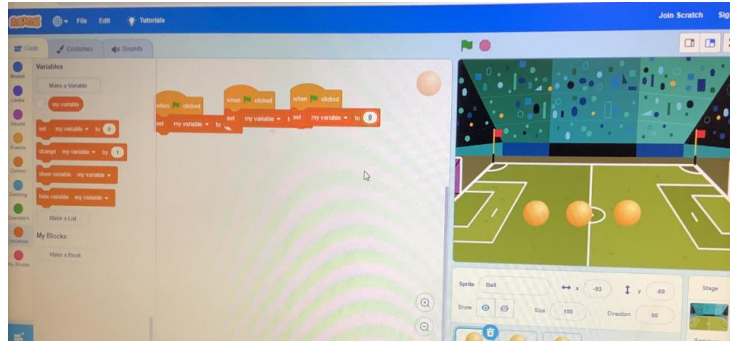


# Year 6 Computing- Programming



Year 6 used Scratch to focus on the design elements of programming. Pupils designed the sprites and backgrounds for their project, then they designed their algorithms to create their program flow!