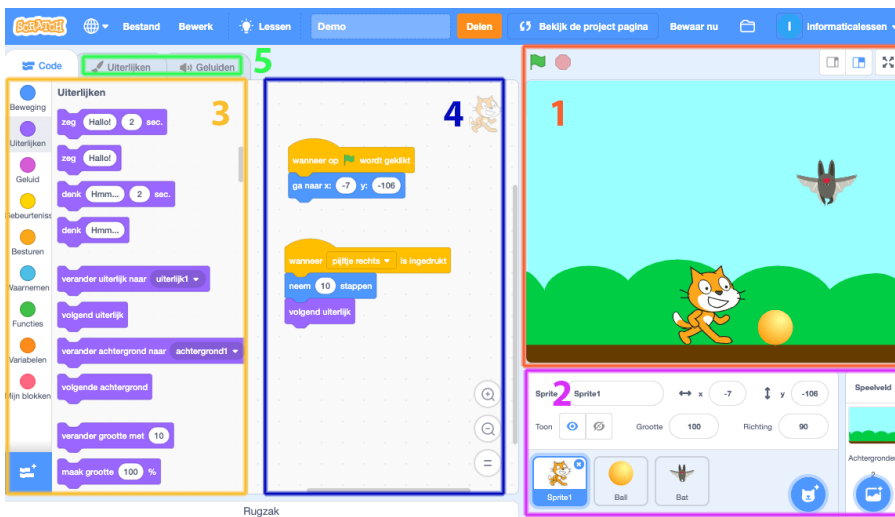


Year 3 Computing
Focus: Programming A

In Year 3 children will learn to:

- Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.

Age related computing vocabulary			
Software	The instructions that control what a computer does.	Directional instructions	Instructions which are processed and controlled in a step-by-step manner.
Sequence	A particular order in which related things follow each other.		



Key Knowledge:

- To identify the objects in Scratch (sprites, backdrops) and that these objects have attributes.
- To understand that commands are represented as blocks in Scratch and a command is needed to control your sprite or stage.
- The sprite is only controlled by the commands the learner chooses.
- Program designs are important as they can help you sequence how multiple sprites move.
- Sequences are used in Scratch as it can be important for commands to be ordered. This is called an algorithm as it is a precise set of ordered instructions.
- An algorithm is needed so that the design of a project is clear. If it does not do what is needed when tested, the algorithm needs to be debugged. This means to find the issue and repair it.