



## Computing

## Programming B-Events & Actions in Programs

## Year 3

## Summer 2

### Key Knowledge

To explain that a sequence of commands has a start	<ul style="list-style-type: none"> <li>- I can identify that a program needs to be started</li> <li>- I can identify the start of a sequence</li> <li>- I can show how to run my program</li> </ul>
To explain that a sequence of commands has an outcome	<ul style="list-style-type: none"> <li>- I can change the outcome of a sequence of commands</li> <li>- I can match two sequences with the same outcome</li> <li>- I can predict the outcome of a sequence of commands</li> </ul>
To create a program using a given design	<ul style="list-style-type: none"> <li>- I can build the sequences of blocks I need</li> <li>- I can decide which blocks to use to meet the design</li> <li>- I can work out the actions of a sprite in an algorithm</li> </ul>
To change a given design	<ul style="list-style-type: none"> <li>- I can choose backgrounds for the design</li> <li>- I can choose characters for the design</li> <li>- I can create a program based on the new design</li> </ul>
To create a program using my own design	<ul style="list-style-type: none"> <li>- I can build sequences of blocks to match my design</li> <li>- I can choose the images for my own design</li> <li>- I can create an algorithm</li> </ul>
To decide how my project can be improved	<ul style="list-style-type: none"> <li>- I can compare my project to my design</li> <li>- I can debug my program</li> <li>- I can improve my project by adding features</li> </ul>

### Statutory requirements

- understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions
- create and debug simple programs
- use logical reasoning to predict the behaviour of simple programs

### Key vocabulary

Spelling	Definition
Motion	Movement or change with time of the position of an object.
Event	A sequence is a <b>series of events that must be performed in order to achieve a task</b>
Outcome	When you follow a sequence of instructions, there is an <b>outcome</b> .
Logic	<b>Computational logic</b> is a term that describes the decision-making progress used in programming and writing algorithms.

### Possible experiences

- Use Scratch Jnr online to create your own projects
- Create your own sprite by designing a character to match your project design.
- Hop on a train to the Science museum and visit and after school coding club by following the link: [After School Courses | Science Museum](#)

### Choose your sprite

Would this sprite work?

Think, pair, share.



In Scratch you can use your sprite to draw lines.

