

Y3 Computing N2K

Programming A - Sequencing Sounds

Autumn 1

Concepts

Computer Science

Understand what algorithms are, how they are implemented as programmes on digital devices and that programmes execute by following precise instructions. Design, write and debug programmes to accomplish specific goals.

Key Skills

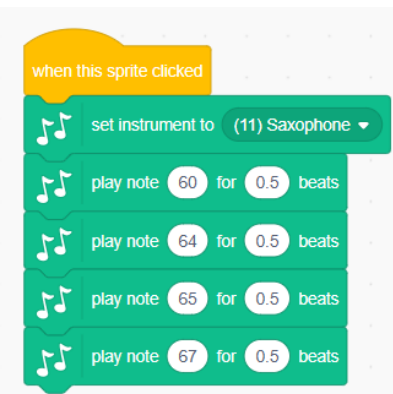
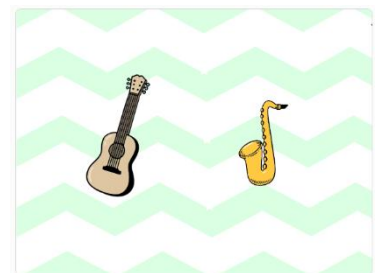
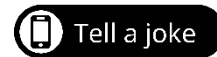
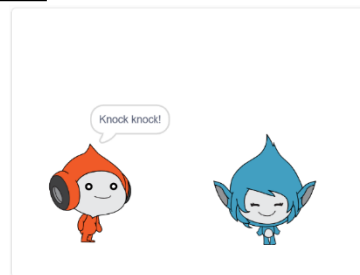
- Using a new coding environment (Scratch).
- Explain that a program has a start.
- Create a sequence of connected commands.
- Change the appearance of a project.
- Create a program following a design.

Enquiry Questions

What is an outcome?

Why do commands need a starting point and an order to follow?

How do you change the appearance of a project?



You can use your **Scratch** account at home too! Tinker with these **projects** to explore the world of Scratch even more!

Key Vocabulary

code - The commands that a computer can run.

command - A single instruction that can be used in a program to control a computer.

sprite - An object that can be programmed to perform a sequence of commands.

sequence - The order a line of code follows to perform what we want it to do. If the sequence of our code is in the wrong order, then something unexpected will happen.

event - The starting point that tells a sequence of code to begin.