

Y3 Computing N2K – Programming B – Events and Actions

Summer 1

Concepts

Information Technology

Use technology purposefully to create, organise, store, manipulate and retrieve digital content.

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

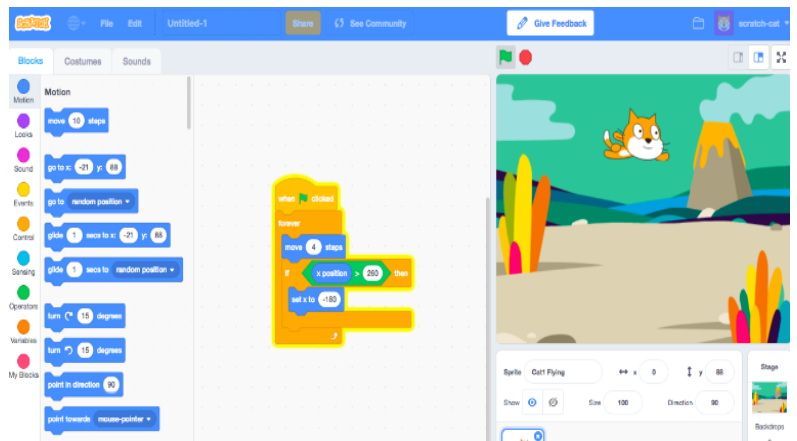
- choose which keys to use for actions and explain my choices
- explain the relationship between an event and an action
- identify a way to improve a program
- build more sequences of commands to make my design work

Enquiry Questions

How does the character/sprite move?

What do you do to make your character/sprite move?

How do you adapt a program?



Key Vocabulary

Algorithm - A precise set of ordered steps that can be followed by a human or a computer to achieve a task.

Code - The commands that a computer can run.

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

Debugging - The process of finding and correcting errors in a program.

Program - A set of ordered commands that can be run by a computer to complete a task.

Run (execute) - To action the commands in a program.

Decompose - To break down a task into smaller, more achievable steps.

Object - Something that is uniquely identifiable and has attributes.

Procedure - A named set of commands that can be called multiple times throughout a program.
This type of subroutine does not return a value.