



St Andrew's C of E Maghull Knowledge Organiser



Year 3 - Autumn 1 - Computing - Coding

Knowledge

- I can explain what Object, Action, Output, Control and Event are in computer programming.
- I can explain how my program simulates a physical system.
- I know how to use selection in my programming by using the 'if' command.
- I know how to combine a timer in a program with selection.
- I understand what a variable is in programming, explain why variables need to be named and can create one.
- I can set/change the variable values appropriately to create a timer and use a timer to make characters repeat actions.
- I know how to use the repeat command and how this differs from the timer.
- I know what debugging means and understand the need to test and debug a program repeatedly.
- I understand the importance of saving periodically as part of the code development process.

Vocabulary:

Action – doing something to achieve an aim.

Algorithm – a process or set of rules followed in a computer.

Bug – a problem with a computer.

Debug – to fix the bug in the computer.

Code block – a group of code.

Command – making someone or something do an action.

Design – to create something.

Event – when something happens in the game.

Repeat – to continuously do something.

Timer – to set a time limit on something.

Variable – to be changed or adapted.

Lesson Sequence:

Lesson 1: I can use flowcharts.

Lesson 2: I can use timers on a program.

Lesson 3: I can use the repeat command and create a program that utilises the repeat command.

Lesson 4: I can code, test and debug through creating a computer program.

Lesson 5: I can design and make an interactive scene.

Lesson 6: I can design and make an interactive scene.