Year 3 - Summer 2 - Computing Knowledge Organiser

What I already know...

Programming using Scratch

Coding—Beebot

Key Vocabulary

blocks	Make up scripts which make up a project.
sequencing	Ordering blocks.
direction	Where a sprite is pointing.
design	To make or draw plans.
coding	A set of rules or Instructions.

www.scratch.mit.edu

What I will learn...

To explain the relationship between an event and an action

To identify a way to improve a program

To program movement

To use a programming extension

To consider the real world when making design choices

Making a difference at The Merton and beyond

This unit explores the links between events and actions, whilst consolidating prior learning relating to **sequencing**. Learners will begin by moving a sprite in four directions (up, down, left and right). They will then explore movement within the context of a maze, using design to choose an appropriately sized sprite.

This unit also introduces programming extensions, through the use of pen blocks. Learners are given the opportunity to draw lines with sprites and change the size and colour of lines. The unit concludes with learners designing and coding their own maze tracing program.
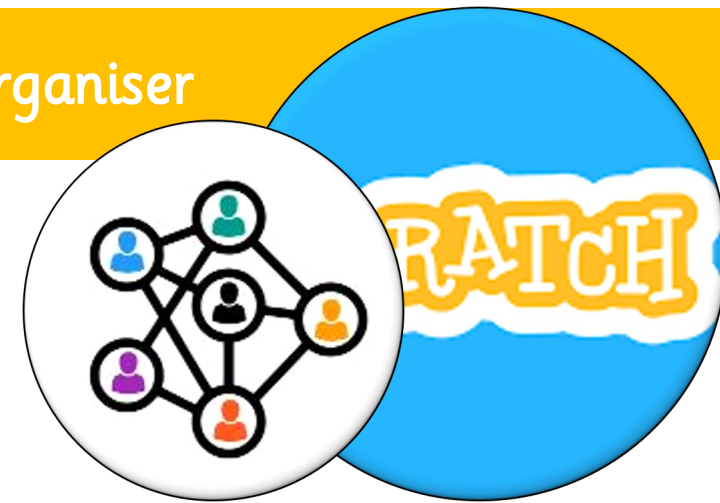
Computing Skills needed...

choose which keys to use for actions and explain my choice

choose a character for my project

choose a suitable size for a character in a maze

choose blocks to set up my program

identify additional features (from a given set of blocks)

choose suitable keys to turn on additional features

build more sequences of commands to make my design work I can identify additional features (from a given set of blocks)

choose suitable keys to turn on additional features

build more sequences of commands to make my design work I can make design choices and justify them

implement my design

evaluate my project

The Merton Primary School
To be the best we can be.

Making a difference ● Knowledge & Appreciating the world ● Building character ● Building relationships ● Promoting health and wellness