



KNOWLEDGE ORGANISER: Computing – Programming – Year 3 Block 3

Key outcomes

- I can create simple algorithms
- I can debug basic errors
- I can use block based coding tools confidently

Key Questions

- What is an algorithm?
- How can I make a character move in a computer program?
- How can I sequence sounds in a computer program?

Vocabulary:

- Algorithm – a set of instructions a computer can follow
- Program – something that tells a computer what to do
- Bug – a mistakes in a computer program
- Input – information you put into a computer
- Output – information the computer gives back
- Save – to keep your work so you can use it later
- File – a piece of work stored on a computer

The image shows the Scratch programming environment. At the top, there is a purple header with the Scratch logo and menu options: Settings, File, Edit, and Tutorials. Below the header, there are three tabs: Code, Costumes, and Sounds. The Code tab is selected, and the Motion block palette is visible on the left. The palette includes blocks for: move 10 steps, turn 15 degrees (clockwise and counter-clockwise), go to random position, go to x: 0 y: 0, glide 1 secs to random position, glide 1 secs to x: 0 y: 0, point in direction 90, and point towards mouse-pointer. The script area on the right shows a sequence of three blocks: a blue 'move 10 steps' block, a purple 'next costume' block, and an orange 'set my variable to 0' block.