



Year 3 Computing: Coding (Computer Science)

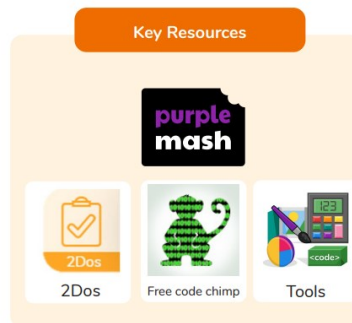
Prior Learning (Year 2)

- I can create a simple program using algorithms to make an object move.
- I can test my algorithm and correct any errors. (debug)
- I can create a background and select objects to program.

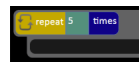
Sticky Knowledge

- I can create a program using 'event', 'object' and 'action' blocks.
- I can describe the algorithms I have created.
- I can create an algorithm that includes 'collision detection'.
- I can predict what will happen when I run my program.
- I can program different object types including buttons.
- I can use the 'timer-after' command in my program.
- I can use the 'repeat' command with an object.

Key Resources



A timer code block.



Repeat block.



Key Vocabulary

| | |
|---------------------|---|
| algorithm | A precise step by step set of instructions |
| event | This command can be used to make a block of commands run a set number of times. |
| object | Items in a program that can be given that can be given instructions to move or change (action). |
| action | The way that objects change when programmed to do so. For example, move. |
| command | A single instruction in a computer program |
| timer | Use this command to run a block of commands after a timed delay or at regular intervals. |
| repeat | Code that repeats forever or a set number of times. |
| background | In 2Code, the background is an image that does not change. |
| button | A type of object that responds to being clicked on. |
| debug | Fix errors in code |
| code | Writing the code for a computer program |
| collision detection | The detection of two objects colliding |