Year 3 Spring 2 Computing – Programming (Scratch)

Big Question

Can I be a game designer?

Key Vocabulary for the unit:

Application: A computer program.

Code: A set of instructions written in programming language, to tell a computer what to do.

Code block: A visual representation for a section of code that performs a certain job. They can be snapped together to build a program.

Debug: To remove and repair the error or mistake in computer code.

Decompose: To break something down into smaller chunks.

Interface: The menus, buttons and other functions which makes a computer program or website intuitive to humans.

Loop: A repeated sequence of instructions.

Predict: To make an educated guess, as to what might happen or occur as the result of something in the future.

Program: A series of code that instructs the computer to perform specific tasks.

Remixing code: Altering code that already exists.

Repetition code: To create loops in your program, to make it more efficient.

Review: To look at something in detail and give constructive feedback if it requires improvement.

Sprite Visual: objects that can be moved or perform an action through code, for example: move forwards by one step.

Powerful knowledge/skills for this unit:

♦ To know that Scratch is a programming language and some of its basic functions.

♦ To know how to use loops to improve programming.

♦ To know how decomposition is used in programming.

♦ To know that you can remix and adapt existing code..

What I should already know from Year 2:

♦ To understand what machine learning is.

♦ To know about loops in programming.

♦ To know that coding is writing in a special language for computers.

♦ To understand that scratch uses programming blocks.

Useful diagrams for the unit:

Scratch is a coding program, that lets you build interactive games and animations.
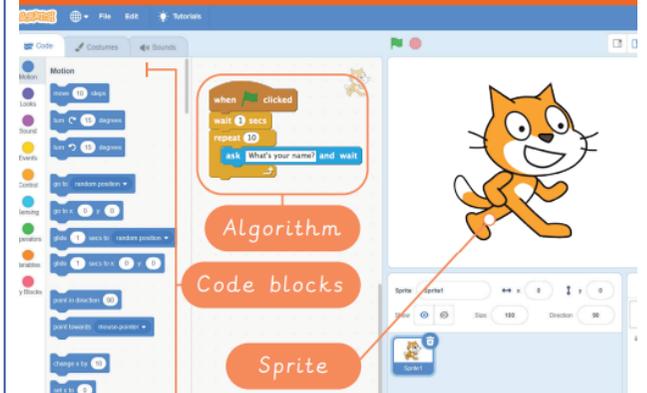
Did you know? In Scratch, you can:

Choose a sprite

Paint your own sprite

Generate a random (surprise!) sprite

Upload a sprite