

Computing - Year 3 - Term 4

Basic Skills

Key Language & Vocabulary

animation	test and debug
repetition	data
edit	loop
sprite	

Values

Kindness

Rich Learning Experiences

Key Learning Objectives

To use sequence, selection and repetition in programs
To use logical reasoning to explain how some simple algorithms work

Key Knowledge and Skills

To create a Scratch project
To animate a Scratch sprite
To use repetition
To edit a sprite
To change the size of a sprite
To test and debug

To collect data and enter it on to a spreadsheet
To draw a graph from data collected

Cross-curricular Links

Maths—data from class
Geography—volcano data

Enrichment Opportunities ('Learning in Action')

Learnacy + Y Factor

What are the characters called in Scratch?
What do you know about this block?
Can you explain what the term x means?
Can you name the block that would do x?
Can you draw your idea as a diagram?
What is stopping your program from working? / When did your program stop working?
What other ways are there of solving this problem?

What is a cell?
How are you going to organise your data?
Are there any patterns in your data?
How can you select a whole column?