

# Computing

## Coding

### Year 3 – Important Information

#### Simple input sequences

##### Real-life examples

We use sequences every day, for example when we tidy up for home time:

- Pack away
- Tuck your chairs in
- Get your coat and bag
- Line up at the door





Sometimes the order of a sequence matters. We need to do certain things before others, like when we are making a cup of tea:


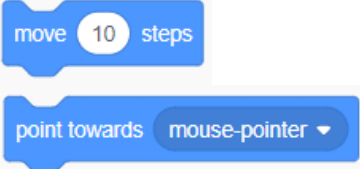

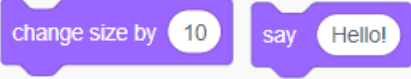

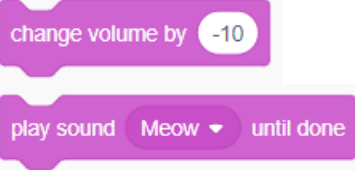
1. Boil the water
2. Put the tea bag in the cup
3. Pour the boiling water into the cup
4. Stir
5. Remove tea bag
6. Add milk

#### Simple input sequences in Scratch

In Scratch, we can use blocks to make things happen when we click or press something on our keyboard. These are called inputs. We can then make a list of things that should happen.

#### Scratch blocks

Concept	Explanation	Example
sequence	To create a program in Scratch, you need to think systematically about the order of steps.	
block colour	what it does	examples
 Events	makes things happen	 

 <b>Motion</b>	makes things move	
 <b>Looks</b>	changes how something looks; makes things appear and disappear	
 <b>Sound</b>	makes a sound	

## Crucial Knowledge

algorithm – set of instructions

code – set of instructions written for a computer

precise – say exactly what you want a person or a program to do

sequence – the order things happen in

input – what we put into a computer, eg pressing a key or clicking

decompose – break something down into smaller parts

order – when something happens

Scratch – a programming language designed for children, Can be used to make stories, animations and games

blocks – puzzle-shaped pieces in Scratch which click together

sprite – objects or images in Scratch

debug – spot and fix a mistake in a program

background - picture at the back of the scene

## Activities

Role play sequencing. Revisit bee bot and bee bot app

Move to scratch

## Outcome

Give examples of sequences from everyday life Come up with your own sequence in PE or music

Think through the steps you need to do to achieve something

Play, adapt and improve a simple game in Scratch Use events, motion, looks and sound blocks

Keep going even when your program doesn't work first time

Debug your code by finding and fixing errors

Predict what will happen from a sequence of Scratch code blocks