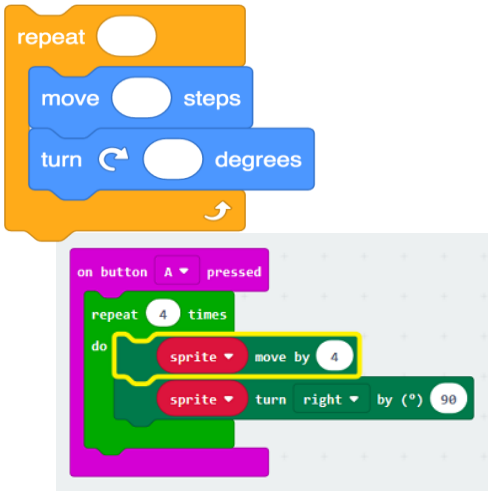
KNOWLEDGE ORGANISER

COMPUTING	REPETITION IN GAMES	YEAR 3/4

Cross curricular links

PSHE – Staying safe online

Pictures/photos relevant to topic



Key skills

To list an everyday task as a set of instructions including repetition

To modify loops to produce a given outcome

To be able to use a count-controlled loop and an infinite loop

To explain the outcome of a repeated action

To re-use existing code snippets on new sprites

To create your own design with the use of repetition

Key Vocabulary/definitions

Algorithm – a set of instructions for performing a task

Programming – when we make a set of instructions for computers to follow

Repeating blocks – These are puzzle piece shapes that are used to create a code on Scratch. The number of items it can be repeated is altered on the block.

Count-controlled loop – loops controlled by a set number of times before allowing a programme to continue or end

Useful information

Activities to do on Scratch:

- Creating a sprite
- Making your sprite move
- Making a sprite or object repeat a movement/phrase/sound

https://scratch.mit.edu/ - Coding website that can be accessed at home