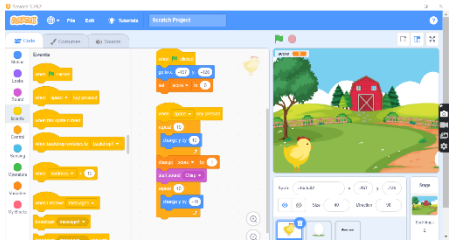
KNOWLEDGE ORGANISER

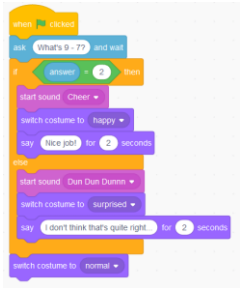
COMPUTING	Sequencing Sounds	YEAR 3/4

Cross curricular links

PSHE – staying safe online

Pictures/photos relevant to topic





Key skills

- Design, write, and debug programs that accomplish specific goals, including controlling or simulating physical systems
- Use sequence, selection, and repetition in programs; work with variables and various forms of input and output
- Use logical reasoning to explain how some simple algorithms work, and to detect and correct errors in algorithms and programs
- Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information

Key Vocabulary/definitions

Code – the commands that a computer can run
Sprite – an image that is programmed to move, respond to events and interact with other sprites
Command – A single instruction that can be used in a program to control a computer
Sequence – the order in which instructions occur and are processed
Algorithm - A precise set of ordered steps that can be followed by a human and implemented on a computer to achieve a task

Useful information

Activities you can do on Scratch at home:

- Make music
- Make a sprite fly
- Create a chase game

https://scratch.mit.edu/

Online safety - https://www.bbc.co.uk/bitesize/articles/zfmhfdm