

*Inspiring and enabling our school community to live life to the full*



**YEAR 3**

**Subject: Computing**  
**Unit: Programming – Sequences in music**

**Characteristics of an Effective Learner**

Courage  
Commitment  
Collaboration  
Creativity  
Curiosity

**Prior Learning:**

Key concepts from Education for a connected World:  
Year 1 Programming – introduction to animation  
Year 2 Creating Media – Making Music  
Programming – Robot algorithms

**Key Vocabulary taught in this unit:**

Scratch, programming, blocks, commands, code, sprite, costume, stage, backdrop, Sprites, motion, turn, point in direction, go to, glide, Sequence, event, task, design, code, run the code, order, note, chord, algorithm, bug, debug

**Intent: What do we want the children to know, be able to do by the time they complete this unit?**

- **Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a arrange of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.**  
Use of Scratch
- **Design, write, and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts**  
Moving between design and code levels of the project, coding multiple sprites
- **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**

**Impact / Outcome:**

**What will the final product / result be?**

Children will use Scratch to create a musical instrument. They will apply concepts of design to help develop programs and use programming blocks introduced throughout the unit.

**P4C Inquiry (where appropriate)**

N/A