

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



YEAR 3

Subject: Computing
Unit: Programming – Events and Actions

We aim to equip pupils to use computational thinking and creativity to understand and change the world; to become digitally literate –using, and expressing themselves and developing their ideas through, information and communication technology. They will build on this knowledge and understanding, becoming equipped to use information technology to create programs, systems and a range of content– at a level suitable for the future workplace and as active participants in a digital world

Characteristics of an Effective Learner

Courage
Commitment
Collaboration
Creativity
Curiosity

Prior Learning: Key concepts from Education for a connected World: Year 1 Programming – moving a robot/introduction to animation Year 2 Programming – Robot algorithms/introduction to quizzes Year 3 – Programming – Sequencing sounds	Key Vocabulary taught in this unit: Motion, event, sprite, algorithms, logic, move, resize, extension block, pen up, set up, pen, design, action, debugging, errors, code, test, debug
Intent: What do we want the children to know, be able to do by the time they complete this unit? <ul style="list-style-type: none">• Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts• 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	
Impact / Outcome: What will the final product / result be? Children will be design and create their own maze tracing programs, moving a sprite around the course. They can extend their learning by including pen blocks to leave a trail behind their sprites	
P4C Inquiry (where appropriate) N/A	