

LKS2 Computing Knowledge Organiser

Year 3 - Term 3 - Sequencing Sounds

Key Focus: create their own programs with sequences to make a representation of a piano.

National Curriculum Objectives:

- 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



Sequencing Sounds

- To explore a new programming environment
- To identify that commands have an outcome
- To explain that a program has a start
- To recognise that a sequence of commands can have an order
- To change the appearance of my project
- To create a project from a task description

Key vocabulary	
Word	Meaning
Code	A set of instructions written in a language that a computer can understand. They tell the computer what to do.
Program	A set of instructions given to a computer device so that it can function properly.
Sequence	The order in which a set of instructions are performed or carried out.

Sticky Knowledge:

Programs have a set start to them which can be changed.

Commands can be sequenced to change the outcome.

Programs can be designed to match a project outcome.