

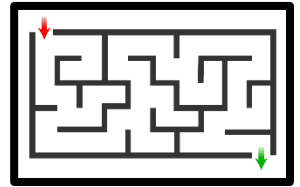
## LKS2 Computing Knowledge Organiser

### Year 3 - Term 6 - Programming - Events and actions in programs

**Key Focus:** explore the links between events and actions, while consolidating prior learning relating to sequencing.

#### **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



#### **Programming - Events and Actions in programs**

- To explain how a sprite moves in an existing project
- To create a program to move a sprite in four directions
- To adapt a program to a new context
- To develop my program by adding features
- To identify and fix bugs in a program
- To design and create a maze-based challenge

#### **Key vocabulary**

<b>Word</b>	<b>Meaning</b>
Events	An action that makes a set of script run.
Extensions	Extra blocks and features that can be added to a project.
Script	A set of instructions as a stack of blocks for a program.

#### **Sticky Knowledge:**

Sprites can move in four directions.

Extensions can be added to your programs in Scratch.