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| *Computing* FLE Y3/4 Programming | | |
| Scratch Team - YouTube | | |
| |  | | --- | | **Forever Facts** | | A command is an instruction given by a user telling a computer to do something, such as run a program. Commands are usually issued by typing them in or inserting a command ‘block’. | | ‘debug’ is when I correct mistakes in programing. |  |  | | --- | | **Skills** | | Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. | | I can use sequence, selection and repetition in programs. | | I can work with variables and various forms of input and output. | | |  | | --- | | **Exciting Books** | | Our Endpoint  For 2 characters to take part in a programmed conversation. | | | | | |  |  | | --- | --- | | **Subject Specific Vocabulary** | | | debug | Correcting mistakes in programming. | | sequence | A set of instructions that are followed in order | | programs | Instructions written in language (code) that a computer will understand. | | input | The way a computer receives data (keyboard, mouse, touchscreen). | | algorithms | A sequence of instructions or a set of rules that are followed to complete a task. The task can be anything, but clear instructions must be given for the task. |   **SMSC:** *Spiritual – By recognising the power of computers by making lego move. Social – Pair and Group Projects. Cultural - By exploring human achievements and creativity using computing worldwide.* |