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|  *Computing* FLE Y3/4 Programming |
| Scratch Team - YouTube   |
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| **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. |

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| **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. |

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| **Exciting Books** |
| Our EndpointFor 2 characters to take part in a programmed conversation. |
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| **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.*  |