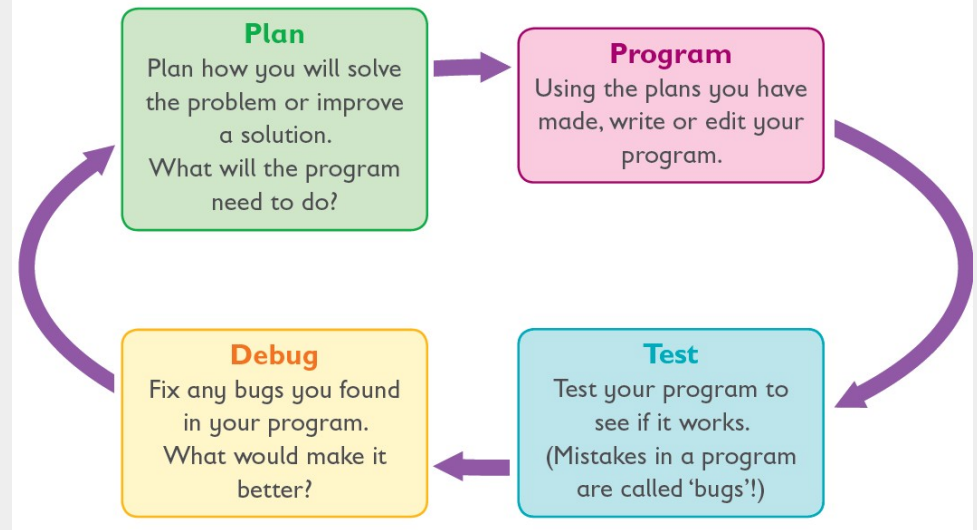


Year 3 Computing Knowledge Organiser - We are programmers

Subject Specific Vocabulary

algorithm	an algorithm is a set of instructions that we complete in order to achieve a task
animation	is a sequence of drawings or photographs. Computer animation is the art of creating moving images via the use of computers.
debug	to fix the errors in a program
input	data supplied to a computer, typically via the keyboard or mouse
output	information produced by computer processing systems, typically on the screen or through speakers
program	a stored set of instructions encoded in a language understood by the computer that does some form of computations, processing input and/or stored data to generate output
script	a series of instructions carried out in a specific order
storyboard	a sequence of drawings, typically with some directions, representing the shots planned by an animation, film or television production

Programming Cycle



Scratch Sounds Block

start sound

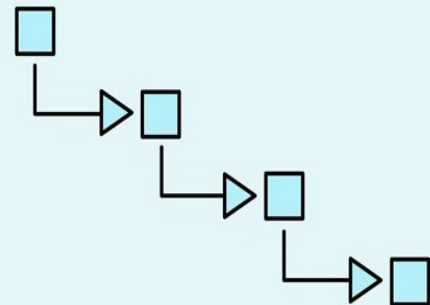
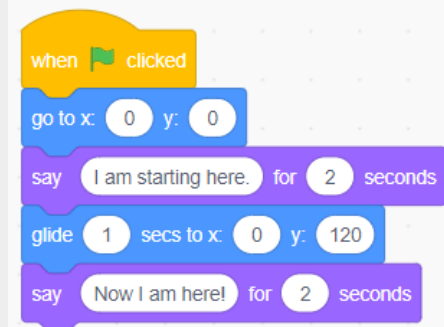
Plays a sound without pausing the script.

Sequence

Sequences are the main logical structure of algorithms or programs.

When creating algorithms or programs, the instructions are presented in a specific correct order.

A sequence can contain any number of instructions but each instruction must be run in the order they are presented. No instruction can be skipped.



In the example script, the sprite will:

1. Start by going to the location with co-ordinates (0,0).
2. Then the sprite will say 'I am starting here.'
3. After that, the sprite will glide to the location (0,120).
4. Finally, the sprite will say 'Now I am here!'