St Paul's Church of England Primary School

"Don't let anyone look down on you because you are young but set an example for the believers in speech; in conduct; in love; in faith and in purity."
(1 Timothy 4:12)

Subject: Computing	Year group: 3 Term: Autumn 2	Title: Programming

What should I know?

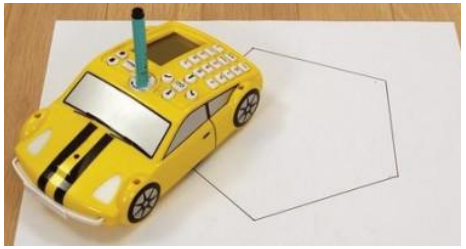
- That algorithms are a series of steps or instructions to achieve a specific goal
- That devices respond to commands
- That prediction, trial and error are important considerations when creating programs or controlling movement
- That there are different ways to create or produce a sequence of commands, including verbal, recorded, graphical, pressing buttons and on screen methods
- That logical reasoning can be used to predict what happens in simple programs
- What to do and who to tell if they discover something inappropriate or offensive on a website, at home and in school

Facts I will learn …

- How to plan and write programs that accomplish specific goals
- That computers can collect data from various inputs
- That planning is a vital part of designing programs
- That evaluation is a vital part of the design process
- How to control physical devices.
- How to use logical reasoning to detect and correct errors in programs
- To understand the repeat command
- To understand the importance of testing
- That there are different types of timers and the importance of choosing the correct one.

Key questions …

- What does the term sequence mean and how do I use this in programs?
- What does the term repetition mean and how do I use this in programs?
- What is debugging and how it can be used to achieve specific goals?
- Why is evaluation of a program important?
- How can you report an incident of cyberbullying?



Key Skills…

- To read what a sequence in a program does
- To create programs that implement

Experiences that school will provide:

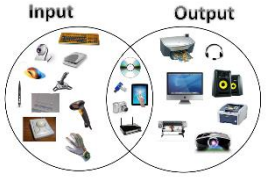
- The opportunity to take part in both practical and computer based programming activities

Key vocab Definition

Sequence	A sequence is a series of events that must be performed in order to achieve a task.

algorithms to achieve specific goals

- To debug programs that accomplish specific goals through self and peer assessment
- To use sequence and repetition in programs
- To plan, test and evaluate programs that solve specific problems using a screen turtle or other programmable devices
- To use sequences of commands to control physical devices using outputs
- To demonstrate and develop a sense of audience when appropriate
- To use and debug programs that control physical devices
- To use logical reasoning to detect and correct errors in programs



Repetition	Sometimes called iteration, when part of a program repeats itself. For example, in animation you may repeat the movements of a character to make it look like it's moving along.
Debug	Debugging is checking the code in a computer program to ensure it works, and changing it if it doesn't.
Input	Information that goes into the computer.
Output	Information that comes out of the computer.
AUP	Acceptable Use Policy

Web links

https://www.theschoolrun.com/best-coding-home-schooling-resources

https://www.bbc.co.uk/bitesize/topics/zs7s4wx

Experiences that could be provided at home…

- Discuss input and output devices that you may have at home or that you have seen elsewhere
- Have a go at some online coding activities