



Year 3 Computer Science

Key Facts

Key Vocabulary:

coding writing instructions for a computer.

program a finished set of instructions.

sequence a set of actions or events that must be carried out in the same order every time.

debugging finding and correcting errors in programming code.

story board a sequence of drawings representing the shots for a film.

sprite programmable objects and character.

Links to prior learning:

Robot Mouse and Coding

apps – Reception

Bee-Bots & Algorithms

– Year 1

Algorithms & Scratch Jr

– Year 2

Programming, Game Design & Fossil Animation

Commands in Scratch tell the computer what to do, and we create a program by joining commands together. It is very important that the events happen in the correct sequence. Sprites can be given commands to get them to do things like move, play sounds or change what they look like.

You must regularly run your program as you are writing it, to check it works. This might be after adding each new command. If it doesn't do as you wished, you should debug your program.

It is possible to change the "costume" of a sprite. This will change it's appearance. The "Say" command" (found in the "Looks" command section) allows you to add text in speech bubbles. The "Wait" command (found in the "Control" section) will cause the program to wait for the time entered. This command can slow you animation down. Animations can be enhanced by adding sound.

Stop motion animation

Stop motion is a way of creating animations that make it look like still objects are moving. Stop motion requires using a camera that can take single photos. It works by taking one photo (frame), moving the object a little bit, and then taking another photo. You repeat this step until your object has made all the movements you want it to. Every second of our film requires 12 photographs.

