Summer 1	Lostwithiel Primary School
Computer Science - Coding	Computing Knowledge Organiser

Year 3Beech Tree Class

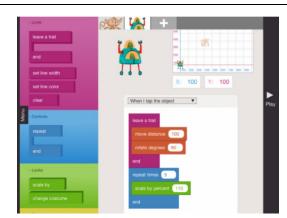


Prior Learning:

In Year Two, the children will understand what algorithms are and how they are implemented as programs on digital devices. They will know that programs execute by following precise and unambiguous instructions. They will use a floor robot (Beebot) to create and debug simple programs and use logical reasoning to predict the behaviour of simple programs.

Key Computing Knowledge: Know basic coding skills using Hopscotch software on an iPad to create a game.

- Know how to use a variety of inputs.
- Know how to use a variety of outputs.
- Know how to use the 'repeat' (loop) command within a series of instructions.
- Know how to use the 'if... then' (conditional statement) command within a series of instructions.
- To be able to design a programme to accomplish a task (i.e. Whack a mummy or escape from a pyramid maze).
- Know how to use pen down/pen up commands.
- Know how to use pen-up/pen-down and an algorithm to draw 2D shapes on-screen.
- Know that computer algorithms (instructions) can be represented in a written language or as symbols and flow charts.
- Know that algorithms have to be clear.
- Know that algorithms can included choices (if) and repetition (loops)
- Know that algorithms must be tested and changed if wrong.
- Know that programmes on computers are just set of instructions to meet a task.



Software/Hardware Resources	Key Computing Vocabulary			
√ iPads	algorithm	A set of instructions or rules followed by a computer programme.		
✓ Hopscotch software	coding	Coding is the process of using a programming language to get a computer to behave how you want it to.		
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