



Computing Topic Overview: Year 3 - Programming - Events and Actions		
Previous linked learning	I think I already know...	I would like to find out...
<p>(Yr 3 - Sequence in sounds)</p> <p>Explore a new programming environment</p> <p>Identify that each sprite is controlled by command I choose</p> <p>Explain that a program has a start</p> <p>Recognise that a sequence of command can have an order</p> <p>Change the appearance of my project</p> <p>Create a project from a task description</p>		
Key Vocabulary		
<p>motion</p> <p>sprite</p> <p>logic</p> <p>resize</p> <p>pen up</p> <p>design</p> <p>debugging</p> <p>setup</p>	<p>event</p> <p>algorithm</p> <p>move</p> <p>extension block</p> <p>set up</p> <p>action</p> <p>error</p> <p>test</p>	<p>By the end of this unit, you will be able to...</p> <ul style="list-style-type: none"> - explain how a sprite moves in an existing project - create a program to move a sprite in four directions - adapt a program to a new context - develop my program by adding features - identify and fix bugs in a program - design and create a maze-based challenge

