What I Need to Know: Y3 Computing: Programming – Events & Actions

We nurture the curiosity to learn, the courage to lead and the compassion to care.

In this unit we will explore links between events and actions. We will move a sprite in four directions and programme sprites to change colour and size. We will use Pen blocks to draw lines and create a maze game.

Create, Communicate & Evaluate	
Design and create a maze-based challenge	

Question, Reason, Discuss & Explain	
Explain how a sprite moves in an existing project	
Explain the relationship between an event and an action	
Explain and identify ways to improve a program	
Identify & fix bugs in a program and modify my design	
Explain and justify my design choices	

Know & Do	
Create a program to move a sprite in four directions	
Choose a suitable size for a sprite character	
Adapt a program to a new context	
Create a sequence of commands using keyboard keys	
Use a programming extension	
Make design choices	

Vocabulary I need to know…
motion, event, sprite, algorithm, logic, move, resize, algorithm, extension block, pen up, set up, design, action, debugging, errors, setup, test

Opportunities to support English and maths
Maths: - Link to coordinates and directions   - Solve problems by decomposing them into smaller parts   - Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs

Curriculum Links and Enrichment Activities
Compare scratch programming with actions in the game devices and programs children use

Respect   Responsibility   Reflection   Resilience