Year 3 Coding Knowledge Organiser

To create a computer program using an algorithm, to understand the function of buttons in a program and to debug simple functions.

To understand how to use co-ordinates in computer programming, recognise how an IF/ELSE statement works and to create a playable game.

Star Vocabulary

Code block: A group of commands that are joined together and are run when a specific condition is met or when an event occurs

Debug/Debugging: Looking for any problems in the code, fixing and testing them

**Design Mode:** Used to create the look of a 2Code computer program when it is run.

Flowchart: A diagram which represents an algorithm

Sequence: when a computer program runs commands in order

Key Learning

• To understand what a flowchart is and how flowcharts are used in computer programming.
• To understand that there are different types of timers and select the right type for purpose.
• To understand how to use the repeat command.
• To understand the importance of nesting.
• To design and create an interactive scene.

Key Resources

purple mash

Tools

2Dos

2Chart

Free code chimp
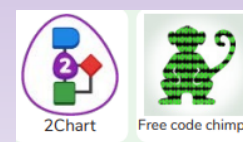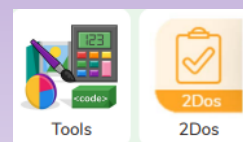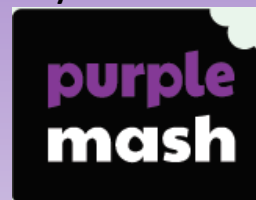
Key Images

Open, close or share a file.

Save your work.

Design

Exit Design

Open design mode in 2Code.

Switch to code mode in 2Code.

A timer code block.

Repeat block.

Read and explain a flowchart

Understand there can be different ways to solve a problem

Create a computer program that includes use of the repeat command.

Plan a scene and code it before creating a program.

Create a program that uses a timer-after command

Use the repeat command with an object

Run, test and debug my own program

Make several different things happen in a program