

# Computing

Subject: Computing  
 Year group: 3/4  
 Cycle: B Autumn  
 Focus:  
 Programming  
 Events and Actions

## Intent

At Hady Primary School, the children have access to an engaging and inspiring computing curriculum that equips pupils with the essential skill of computational thinking. Children are provided with the opportunity to develop their creativity through the use of a wide range of programs and applications that make deep links with mathematics, science and design and technology. At Hady, children immerse themselves into the world of computer science through first hand use of chrome books, iPads and interactive whiteboards.

### Specific Knowledge

#### Key Vocabulary

Word	Definition
Command	A single instruction that can be used in a program to control a computer
Input	Data that is sent to a program to be processed
Output	The result of data processed by a computer
Process	A program, or part of a program, that is running on a computer
Program	A set of ordered commands that can be run by a computer to complete a task
Sequence	A series of instructions that must be carried out in order

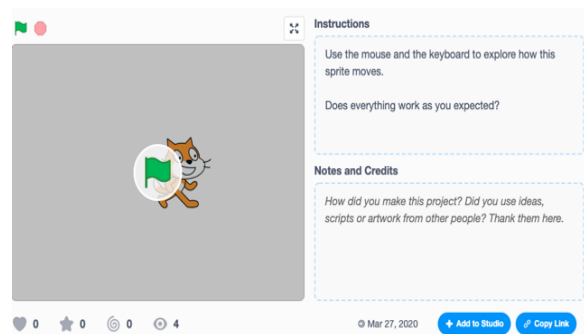
### Enabling Knowledge

- To explain how a sprite moves in an existing project
- To create a program to move a sprite in four directions
- To adapt a program to a new context
- To develop my program by adding features
- To identify and fix bugs in a program
- To design and create a maze-based challenge

### How do previous questions/topics link to the current topic?

This unit explores the links between events and actions, while consolidating prior learning relating to sequencing.

Sequences are one of the key principles used in programming and they allow us to define what should happen next in an algorithm or a program



## Online Safety

### Online Relationships

Online relationships and behaviours that may lead to harm and how positive online interaction can empower and amplify voice.

**Assessment— Practical assessment using Sprites on Scratch. Identify blocks of code and their purpose. Identify which code best describes the algorithm presented.**