



Respect, Believe, Achieve

# Year 3

## Applying sequences and events

Computer Science



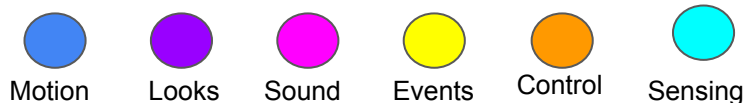
### Key Words

<b>algorithm</b> <b>program</b> <b>sequence</b> <b>commands</b>	All these words mean "step by step instructions a computer can follow".
<b>event</b>	A computer will wait for an 'event' to start following instructions. It might be when the program starts, or when a button is pressed.
<b>block code</b>	A language computers understand made of blocks. Each block is one instruction.
<b>sprite</b>	An object you can control in your program.

### What do I already know?

- I can make objects move and stop
- I can break a problem up into smaller parts
- I can put commands into a sequence and talk about it as an algorithm
- I can look at an algorithm and predict what will happen
- I can test my program and recognise when I need to debug it
- I can set up conditional events with 'if' statements

### Scratch Toolkit



# Our Learning Steps

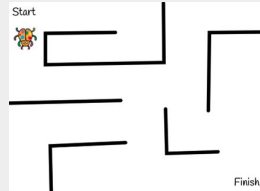
## 1. Move Your Sprite

I will try some scratch maze games. I will create a list of things a maze game needs. I will use block commands to step, turn and glide the sprite.



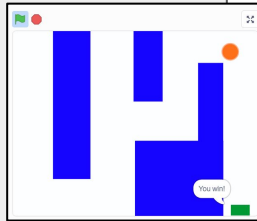
## 2. Enter the Maze

I will select a character and control their movement through a maze.



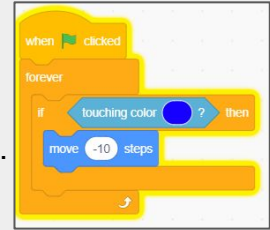
## 3. Design a Maze

I will use colour to make a Maze. I will use 'If' command to block the sprite.



## 4. Adding Events

I will use speech bubbles, costumes or movements to show the game has started, finished and if I hit an obstacle.



## 5. Debug

Throughout lessons I will spot problems from my teacher, in my own code and in my partner's. I will suggest ways to fix them.



## 6. Assessment: Evaluate the Game

I can use movement.  
I can use 'if' command events.  
I can debug games.

