



Respect, Believe, Achieve

Year 3

Sequence and Conditional Events

Computer Science

Key Words

algorithm	A list of step by step instructions. (e.g. pick up toothbrush, open mouth, brush teeth)
block code	Instructions computers can understand, designed to look like blocks that click together.
sequence	When things happen in a set order. (e.g. head, shoulders, knees and toes actions)
conditional event	Things that will only happen if something else happens. (e.g. if mario touches lava, he dies)
animation	When an image appears to move by changing it one small step at a time.
input	Something which sends a signal to a computer. (e.g. mouse, keyboard, light sensor)

What do I already know?

- I can tell you the order I need to do things to make something happen and talk about this as an algorithm
- I can use movement and other commands to tell a story.
- I can watch a programme run and spot where it goes wrong so I can debug it.

Our Learning Steps

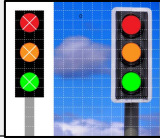
1. Introducing Inputs

I will use step by step instructions in the correct order to successfully complete challenges.



2. Programming a Sequence

I will program a set of traffic lights so each light changes in the right order.



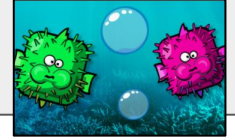
3. Introducing Conditional Events

I will use conditional events to interact with the environment.



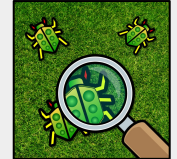
4. Expanding use of Conditional Events

I will use conditional events in different situations including input controls.



5. Debugging

I will fix code from the games I have explored.



6. Assessment: Design a Game

I can break a problem up into smaller parts
I can put commands into a sequence
I can test my program and recognise when I need to debug it
I can set up conditional events with 'if statements'

