Buglawton Primary School
Be the Best We Can

Topic: Computer Science	Subject: Computing	Year: 3	Term: Spring

### What should I already know?

- Explain what an algorithm is.
- Describe what de-bugging is.
- Write more complex algorithms including repeat functions.
- Predict what an algorithm will result in for a virtual character.
- Combine blocks together from different parts of Scratch Jr.
- Begin to apply skills to new situations.

What will I know by the end of the unit?

- Define key terms within coding such as: algorithm; de-bug; variable.
- Identify what key blocks in Scratch do.
- Describe what a character would do if a specific program was run.
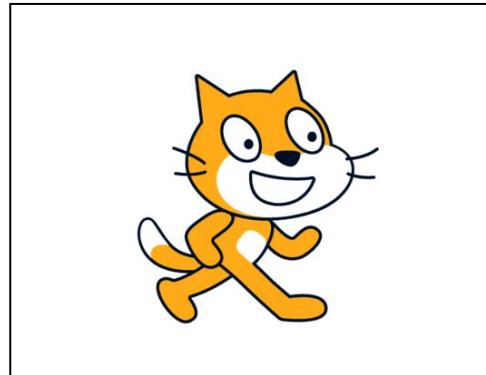
What will I be able to do by the end of the unit?

- Write algorithms on more complex coding applications.
- Use repeat functions to create more efficient algorithms.
- Begin to de-bug incorrect code in block based algorithms.
- Begin to create and use variables within algorithms.

Agreed Real-life Outcome

- Produce a completed Scratch project involving these elements.

Spelling	Definition
Sequence	The order in which your algorithm is written.
Repeat	A function used for a set of coding blocks to complete the same action again.
Algorithm	A set of instructions written to achieve a specific outcome.
Scratch	An online program used to design code.
Program	A series of algorithms designed to achieve a specific goal.
Code	The process of writing algorithms and programmes.
Block	One part of your coding algorithm on Scratch.
Backdrop	The background on which your sprites will be set against.
Sprite	Your character in a Scratch program.