

Brookfield Community Primary School
Computing Unit Overview Year 3 Topic: Events & Actions in Programming



Sticky Knowledge	Key Vocabulary
• To know how a sprite moves in an existing project. • To know how to create a program to move a sprite in four directions. • To know how to adapt a program to a new context. • To know how to develop a program by adding features. • To know how to identify and fix bugs in a program. • To know how to design and create a maze based challenge.	Program, input, sequence, command, outcome, output
National Curriculum Coverage	
Computer Science	
✓ Explain that programs start because of an input ✓ Explain what a sequence is. ✓ Identify and explain that a program includes a sequence of commands. ✓ Build., combine and order a sequence of commands. ✓ Create a sequence of commands to produce a given outcome. ✓ Explain that the order of commands can affect a program's output. ✓ Identify those different sequences can achieve the same and different output.	