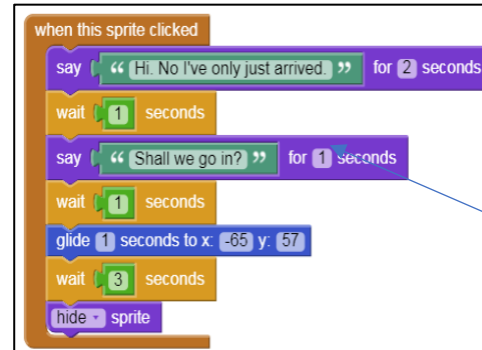# Year 3 Write a Program Part 1 Block Based Sequences Knowledge Organiser

Key words and prior learning from year 2 Sequencing Simple Algorithms and Programs

Sequence – a particular order in which related things follow each other.

Reverse – do the direct opposite of the stated command.

New key words we will use in Year 3 Write a Program Part 1 Blocked Based Sequences

**Program –** a set of instructions in a language that is understood by a computer

Code blocks – the instruction 'block' that joins together to make a program

Sequence – the order that instructions are carried out

Sprite – name given for a character in computer software Visual or Scratch

Debug - Look at your program and find where there is a problem and fix it

Input – This is usually an external device like a mouse or keyboard, in the case of coding we can add an input event block such as **when this sprite is clicked** or **when the space bar is pressed** to trigger an event

Dog food debugging 1
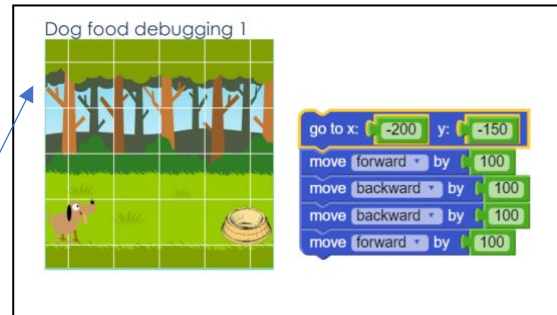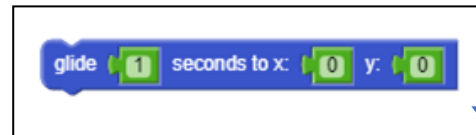
Key Learning	Self-Assessment		
	WT	A	WA
I can put instructions into a sequence			
I know what an algorithm is			
I can predict the code from a partner's piece of work			
I can use the command tools in Visual to create a simple program			
I can add a delay block in code e.g. wait 2 seconds			
I can change the sprite in Visual			
I can add a background sprite			
I can debug code to fix errors			
I can add an input to my code e.g. – **when a key is pressed.**			
I can use the 'glide to x and y' block			

Who uses skills like these?

- App developers

- Software developers

- Computer game designers