

Year 3 Write a Program Part 2 Drawing Shapes Knowledge Organiser

Key Learning	Self-Assessment		
	WT	A	WA
I know how to write an algorithm in a sentence e.g. steps to draw a shape			
I know this sequence can be changed into coding blocks			
I can put coding blocks into the correct order to draw a shape on the screen			
I can use the pen tools to change the colour of my shape on screen			
I can use column labels appropriately in a spreadsheet			
I can use a loop by using a 'repeat' command			
I can add a nested loop to my code			
I can explain why I have used a nested loop			
I can present and explain what I have learnt in a presentation/document.			

Example of a sequence

- fwd 100
- turn R 90
- fwd 100
- turn R 90
- fwd 100
- turn R 90
- fwd 100
- turn R 90

Example of a sequence in code blocks

Who uses skills like these?

- Computer game makers
- Computer programmers when they design and make software to solve problem.
- App makers

New key words we will use in year 3 Write a Program Part 2 Drawing Shapes

Unplugged – this is a computer science activity that does not need a computer

Algorithm - Step by step instructions to do complete a task

Program - a stored set of instructions in a language understood by the computer

Sequence – The order of a set of instructions for a computer [program]

Visual – P block based programming language by J2e

Command blocks – these blocks of code that are put together to write a program

Debug - This is finding an error in a program to fix it
Program

Repeat loop – this is used in a program when we need to repeat something

Nested Loop – this is repeat loop with another repeat loop 'inside' it

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.

