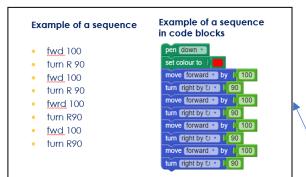
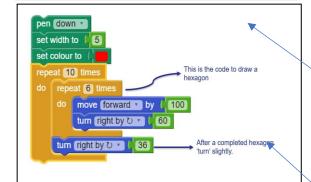
Year 3 Write a Program Part 2 Drawing Shapes Knowledge Organiser



Key Learning	Self-Assessment		
	WT	Α	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.			





Who uses skills like these?

- Computer game makers
- Comput4er 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.

Introducing	U
sequence	S
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Using	g sequence ir	1
shap	oe algorithm	
and	programming	

Move from sequence to repetition to improve the program Using repetition in shape algorithm and programming Move from single shape to multiple shapes using nested loops Using nested loops in algorithm and programming