# **Year 3 Computing – Creating Sounds**

# **Golden Thread: Sustainability & Stewardship**

## **Objectives and Sticky Knowledge**

#### **Previous Knowledge Recap:**

I can decide which blocks to use to meet the design.

I can build the sequences of blocks I need.

I can compare my project to my design.

I can improve my project by adding features.

I can debug my program.



#### **Land Objectives and Sticky Knowledge:**

# To create a programme to sequence sounds music

- \*identify that commands have an outcome
- \*explain that a programme has a start
- \* recognise that a sequence of commands can have an order
- \* change the appearance of a project
- \* create a project from a task description

**Links with CST and CKA Values Crown:** 



### **Year 3 Computing – creating sounds**

# **Sky Objectives:**

- 1. Use knowledge of sequencing algorithms to aid in detecting errors.
- 2.Use search technologies effectively and critically whilst appreciating the selection and ranking systems in place.
- 3. Explain the importance of respectful and responsible online activity whilst understanding how to report unacceptable content and contact.

Key Vocabulary	
Spelling	Definition/Sentence
Coding	Computer programmes are made using a special language called code. Coding is used so computers understand what to do.
Debug	Finding an issue in a programme and repairing it.
Input	Data that a computer receives.
Variables	Something that can be changed. They are used to store information that might change
Repetition	Looping or repeating sections of a computer program
Logical reasoning	Used to explain how simple algorithms work and to detect and correct errors in programs
Selection	How a computer executes a set of instructions depending on if certain conditions have been met or not.
Output	Data that a computer sends
Sequence	A series of events that must be performed in order to achieve a task.
Sprite	A sprite is a graphic that is designed to be part of a larger scene. It can either be a static image or an animated



