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| school logoschool logo**Lacock Primary School – Year 3/4 Beech Class. Programming – events and actions (Computing)** |
| **Important Vocabulary**  | Include here images/pictures/maps/diagramsC:\Users\ashleigh.whitbread\AppData\Local\Microsoft\Windows\INetCache\Content.MSO\71E05076.tmpEdScratch – Scratch-based programming language for the Edison robot | **Key Skills**  |
| motion | An instance of movement.  | * To explore how a sprite moves in an existing project.
* To create a program to move a sprite in four directions.
* To adapt a program to a new context.
* To develop my program by adding features.
* To identify and fix bugs in a program.
* To design and create a maze-based challenge.
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| sprite | A small supernatural creature – the characters within Scratch | **Any additional facts / skills learnt** |
| Algorithm | A procedure for solving a problem – used in maths and computing |  |
| Logic | A way of solving a problem that uses careful thought and reasoning |
| resize | To make a figure larger or smaller while keeping the angles and proportions that same. |
| debugging | To find and remove mistakes in a computer programme |
| What I should already know: This learning will help me in the future when I learn:Repetition in games (year 4)Selection in quizzes (year 5)Sensing (Year 6)Introduction to animation (Year 1)An introduction to quizzes (Year 2)  |