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| school logoschool logo**Lacock Primary School – Year 3/4 Beech Class. Programming – sequence in music (Computing)** | | | |
| **Important Vocabulary** | | Include here images/pictures/maps/diagrams  C:\Users\ashleigh.whitbread\AppData\Local\Microsoft\Windows\INetCache\Content.MSO\71E05076.tmp  EdScratch – Scratch-based programming language for the Edison robot | **Key Skills** |
| Scratch | **Scratch** is a free **programming** language and online community where you can create your own interactive stories, games, and animations. | * To explore a new programming environment * To identify that commands have an outcome * To explain that a program has a start * To recognise that a sequence of commands can have an order * To change the appearance of my project * To create a project from a task description |
| programming | Writing a group of instructions for a computer to process and carry out. | **Home learning** |
| commands | To order or instruct. | Look out for an additional homework sheet placed in their homework folders for a couple of weeks. |
| code | A system of using symbols or signals in place of letters and numbers. |
| sprite | A small supernatural creature – the characters within Scratch |
| motion | An instance of movement. |
| sequence | A pattern or process which one thing follows another. |
| chord | Three of more musical notes played at the same time |
| Algorithm | A procedure for solving a problem – used in maths and computing |
| bug | A mistake of fault that keeps something from working properly. |
| debug | 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 shapes (year 4)  Selection in physical computing (year 5)  Variables in games (Year 6)  Moving a robot (Year 1)  Robot algorithms (Year 2) | | | |