

We Are Programmers — Year 3

Objectives

We are learning to:

- Design, write and debug programs that accomplish specific goals; solve problems by decomposing them into smaller parts.
- Use sequence in programs; work with variables and various forms of input and output.
- Use logical reasoning to detect and correct errors in algorithms and programs.
- Select, use and combine a variety of software to design and create content that accomplishes given goals, including presenting information.

Previous learning

An instruction tells you to do something.

An algorithm is a precise list of instructions.

A program is an algorithm written in a way a computer understands.

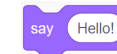
A parameter is a number put into a block to tell the computer how far/often to do it.

Websites and Apps

<https://scratch.mit.edu/parents/> This is the website for Scratch - the programming language we use in school.

Key Vocabulary

animation	A film in which drawings appear to move.
storyboard	A plan for an animation planning the events.
sprite	An image that can be moved.
backdrop	The background image that does not move.
think	A Scratch block which shows a thought bubble above the sprite.
say	A Scratch block which shows a speech bubble above the sprite.



E-Safety

In this unit you learn to create an animated cartoon:

You will first design your sprite and backdrop.

Then you will animate them using the glide command

This program tells the sprite to move smoothly to a particular location, then makes a speech bubble appear with the word 'Hello!' in it above the sprite.

