

Goonhavern Primary School- Computing

TOPIC: Computing

YEAR: 3

STRAND: Computer Science

What should I know already?	What will I know by the end of the unit?
<ul style="list-style-type: none"> How to combine start up and input events to create more advanced apps and programs using precise instructions. One object can be used to control another object, e.g. writing code so clicking a button gives an instruction to make an object move. Programs respond to different sorts of inputs, and that the keyboard can be used to control objects on screen, not just by clicking them directly How to design a scene for my game/app and use the 'Share' button to save and share it with other people. 	How to code using hit events, which allow us to set conditions for the code inside it.
	How to program sequences to create simple animations and simulations.
	That a timer can also be used to control the sequence in which part of their code is executed.
	That objects can be programmed to react if certain conditions are met. In this case, they will use a hit event (or a hit test) to check when objects hit (or collide with) a particular background colour.
	How to create a game where conditional events are used to check whether objects have collided.

School Values



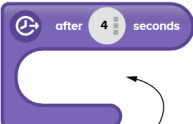

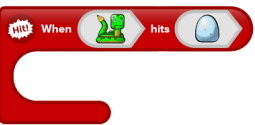



Five Ways to Wellbeing



Vocabulary

Sequence	To place programming instructions in order, each executed one after the other.
Action	Something that an object does, such as move or hide.
Timer Event	This code will execute the sequence a specified time after running the program
Wait	This action will pause an object for a specified time.
Selection	A way of telling a computer to execute code if a specific condition is met.
Hit Event	This code will execute when an object hits something.
Object	Something on screen, such as a picture, a button or a piece of text.
Condition	Something that must be true in order for something to happen.

Image/diagram that helps me to articulate my knowledge/understanding	Possible ideas
<p>Placing the blocks in a chain creates a sequence.</p>  <p>You can control the timing of a sequence by using:</p> <div style="display: flex; justify-content: space-around;"> <div data-bbox="255 459 438 548">  <p>A wait block, to add a pause anywhere within the sequence</p> </div> <div data-bbox="502 425 694 593">  <p>A timer event block, to control when the sequence begins</p> </div> </div> <p>You'll use hit events to add selection to your code. Code will execute as a result of -</p> <div style="display: flex; justify-content: space-around;"> <div data-bbox="215 683 470 828"> <p>an object hitting a certain colour.</p>  </div> <div data-bbox="478 683 734 828"> <p>an object hitting another object.</p>  </div> </div>	 <ul style="list-style-type: none"> Code a sequence of commands to fly a rocket through space. Create an animated scene by coding more than one sequence. Use the timer event to control your sequence and build a race in space. Combine timer events to program a set of traffic lights. Program a spaceship through a maze so so that it stops at walls. Keep a car on track by changing its direction if it hits a colour. Make eggs disappear and reappear in random places. Use a hit event to control more than one object at a time. <p>For Micro:Bit planning and ideas, see planning documents on Google Drive.</p>