



Coleman Primary School

Year 3 Autumn 1 Knowledge Organiser

Computing—We are programmers

What you will know.

- *To know that an algorithm is a sequence of steps to achieve a certain outcome.
- *To know how to use computer program (Scratch) to create an algorithm.
- *To know how to use Scratch editing tools.
- *To know how to edit and correct programs.
- *To know how to create characters and dialogue for an animation.
- *To know how to make a character move.
- *To know how to change a backdrop.

Key Vocabulary: We are programmers

algorithm: a sequence of instructions or list of rules to complete a task	predict: to say what you think will happen
code: an algorithm which is written using programming language	Scratch: a programming language which can be used to make algorithms
problem: what you want to find out or solve with your algorithm	script: a set of instructions for the computer to follow
programming language: used to write code that computers will understand	sprite: the icon or character that you can move around the screen

All about algorithms

Algorithms are instructions that can be used to achieve a task or solve a problem. We use the word algorithm in Computing but we actually use algorithms in lots of different parts of life. For example an algorithm for getting

Introduction to Scratch

Code blocks

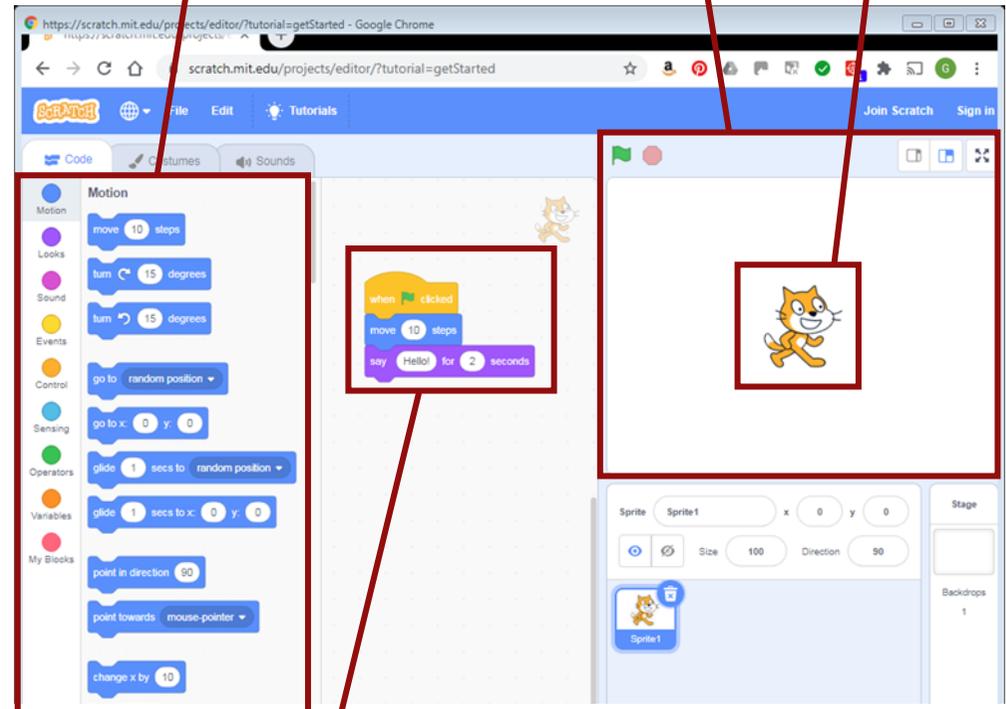
Blocks which you can put together to create your **algorithm**. There are different categories of blocks which are different colours to help you.

Stage area

The area where the **sprite** will carry out the **algorithm** you have programmed.

Sprite

Scratch starts with a cat **sprite**. You will learn to change the sprite later.



Your algorithm

The instructions you have written for the **sprite** to follow. This **algorithm** will move the cat forward then it will say Hello! For 2 seconds.

