



# Mossfield Primary School Knowledge Organiser



Year 3 — **Coding**. Behind every animation or activity we use on computers, there is a set of instructions that tell the computer what to do. Scratch and 2Code are just two types of software used for coding.

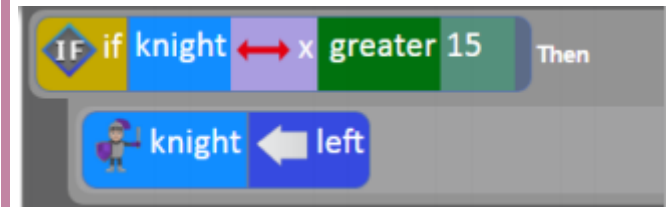
## Key Learning

To represent a program design and algorithm.

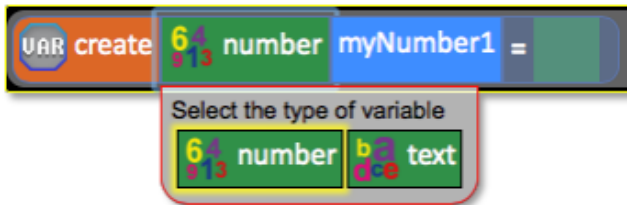


To design an algorithm that represents a physical system and code this representation.

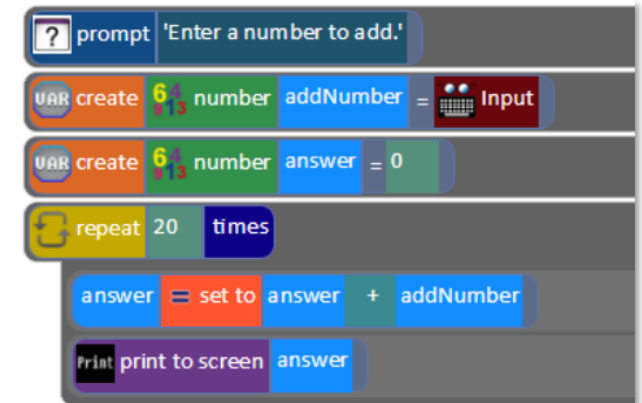
To use selection in coding with the 'if' command.



To understand and use variables in **2Code**.



To deepen understanding of the difference between timers and repeat commands.



# Key Vocabulary

Event	Something that causes a block of code to be run.
If	A conditional command. This tests a statement. If the condition is true, then the command is carried out.
Input	Information going into the computer. Can include moving or clicking the mouse, using the keyboard, swiping and tilting the device.
Object	An element in a computer program that can be changed using actions or properties.
Output	Information that comes out of the computer e.g. sound.
Properties	All objects have properties that can be changed in design or by writing code e.g. image, colour and scale properties.
Repeat	This command can be used to make a block of commands run a set number of times or forever.
Selection	This is a conditional/ decision command. When selection is used, a program will choose a different outcome depending on a condition
Simulation	A model that represents a real or imaginary situation
Timer	Use this command to run a block of commands after a timed delay or at regular intervals.
Variable	A named area in computer memory. A variable has a name and a value. The program can change this variable value.