



Year:	3	Skill:	Computer Science
Taught in Units		What will I learn this year?	
3.1 Coding		- To use a flowchart to create a computer program - To use the timer-every command - To use the repeat command - To consider nesting when debugging programs	
Key Vocabulary	What should I already know?		
Diagram which represents an algorithm	Animal and Character Flowchart <pre>graph TD subgraph Animal_Flowchart Start1([Start]) --> Click[Click on animal] Click --> Sound[Animal sound] Sound --> End1([End]) end subgraph Character_Flowchart Start2([Start]) --> Timer[Timer starts] Timer --> Count[Timer counts 3 seconds] Count --> Move[Animal moves right] Move --> Stop[Animal stops] Stop --> Say[Character says "ouch!"] Say --> End2([End]) end</pre>		- To create and debug an algorithm - To use the timer-after command - To predict the behaviour of simple programs
Input that pops up to click			
You write a command inside another block of commands			
Repeat			
Information going into a computer			
Information that comes out of a computer (e.g. sound)			
Simulation	What will I learn next?		
Diagram that models a real-life simulation			- To create a program that includes IF statements - To interpret a flowchart that depicts an If/Else statement - To explain what a variable is when programming
Each part of a flowchart			To make a playable game
			To make a melody electronically