



Programmers



Computer



Mouse



Coding



Programming



Search engine



We are
programmers



Sequence



Output device



Internet



Network



Algorithm



Online safety

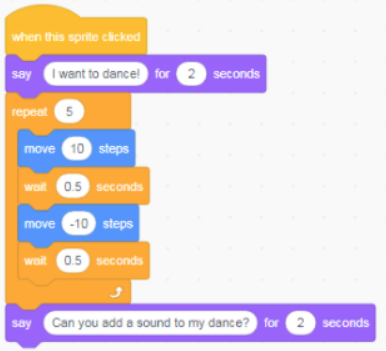
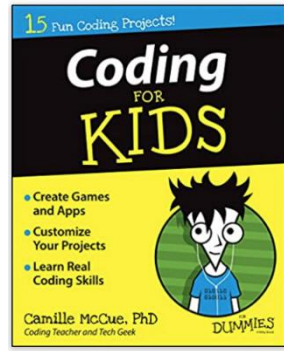



Program



Keyboard

Y3 Computing - We are Programmers: Topic Vocabulary Mat

Subject Specific Vocabulary		Relevant Pictures & Information	Exciting Books/Websites
Abstraction	Computational thinking approach to managing complexity by simplifying things. This is done by identifying what is important and what detail can be hidden or ignored.	 <ul style="list-style-type: none"> Computer Programming was instrumental in helping end World War II. The first computer virus was created in 1986 on which debugging was practiced on. 	https://hourofcode.com/uk/learn   <ul style="list-style-type: none"> The world's first computer programmer was a renowned female mathematician – Ada Lovelace.
Algorithm	a sequence of precise instructions or steps (sometimes a set of rules) to achieve an objective.		https://kids.nationalgeographic.com/history/article/ada-lovelace
Bug	An error or mistake in a program or algorithm, causing the computer or robot to behave in a manner that was not originally intended.		
Code	Instructions (or sometimes rules) that can be understood by a computer.		
Debug	To correct mistakes in a computer program or algorithm.		
Decomposition	Breaking a problem down into smaller parts.	Key Knowledge	Other information
Event	Something that happens within a computer program to cause some particular code to be run, such as an internal message being received, or a sprite being tapped by the user.	Y1: <ul style="list-style-type: none"> An algorithm is a sequence of instructions to complete a task. Sets of directions or movements are an example of an algorithm. Programs are sequences of code. These are precise instructions (or a set of rules) that can be understood and followed by a computer.* Scratch is a simple block-based programming language in which programs for characters are built by snapping together code blocks.** Sprites are on-screen characters that can be given their own sequence of instructions to produce outputs. 	<ul style="list-style-type: none"> There are different programming languages, and Scratch is a block-based language in which sequencing blocks creates a program.*
Scratch	Simple, block-based programming language in which programs for characters are built by snapping together code blocks.		<ul style="list-style-type: none"> A storyboard is a way of expressing an algorithm for an animation. It is the sequence of stages in the animation. Each step in the storyboard must be implemented as a sequence of blocks to program the animation.* Creating a Sprite or backdrop on Scratch is creating output from the computer in the form of images. *
Sequence	Placing programming instructions in order, so that each happens one after the other.		<ul style="list-style-type: none"> Know how the wait, glide, say and think blocks function in a program. To begin to understand the function of broadcast and when I receive* Order control - e.g. send forward - can be done using Scratch blocks if needed to make one Sprite appear in front of or behind other Sprites.
Storyboard	A visual representation of the key scenes or frames in a video; one way of recording an algorithm visually.		<ul style="list-style-type: none"> Inappropriate content or contact can be reported to those running websites e.g. comment and content concerns on Scratch can be reported to community moderators. Children should turn their screen off or close the laptop lid if they see an image they are concerned about. They should then tell a teacher straight away.