



Knowledge Organiser for Foundation Subjects in St Margaret Mary's Catholic Junior School

Loving, learning, growing together with Jesus

Subject: Computing

Year Group: 3

Term: Spring

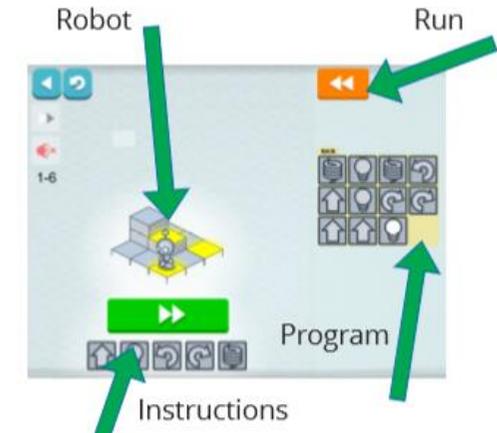
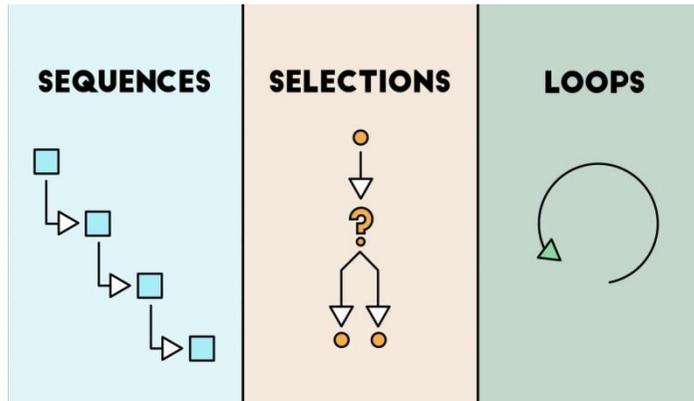
Topic: Dancing Robot

Vocabulary Bank

Vocabulary	Definition
Font	A design for a set of letters. It can include different size, SHAPE and spacing, just like these words.
Screenshot	A copy or image taken of the information on the screen of a computer or device.
Journal	A record of learning, in this case, digitally online through Google.
Coding	Giving instructions to a computer to perform a specific task.
Algorithm	A set of rules or instructions to be followed by a computer, a little bit like a recipe you would follow when baking a cake.
Sequencing	A series of events that must be performed in order to achieve a task.
Command	An instruction that tells a computer to do one thing.
Debugging	Spotting a problem and being able to fix it on a computer.
Bugs	An error or problem in a computer.
Sprite	A 2D image in a program that will perform actions. They usually have sets of rules that change how it behaves and moves and what happens to it when it bumps into another sprite.
Program	When all of the commands (instructions) are put together so a computer can understand them.

Key Facts

- When you write code, it's easy to make a mistake. Coding mistakes are called bugs.
- Imagine you have written some code to make a game. You want your robot to move forwards when you press the arrow key, but the robot goes backwards!
- When your code goes wrong, you need to check your algorithm and then check your code. When you have found and fixed your mistakes you can try the game again.



Apply it

Create an interactive dancing robot game.