Knowledge Organiser

Coding – Year 3

Key Learning:

- To understand how flowcharts are used to help design computer programs.
- To be able to use different types of timers to help control algorithms in programs.
- To understand repetition in programs and some of the limitations of types of repetition.
- To understand the importance of nesting lines of code.

Key Resources

purple mash

Tools   2Dos   2Chart   Free code chimp

Key Vocabulary:

- action – a type of command which are run on an object in a program
- blocks of command – a series of several instructions in a group
- flowchart – a type of diagram used to represent an algorithm
- nesting – when you write a command within another command to ensure that they function as intended
- repeat – to perform an action or sequence again

Key Questions:

- Why is it important to plan a program before starting to code?
- How can flowcharts help us when planning and debugging a program?
- Why can the "repeat" command sometimes be difficult to use correctly?
- How can timers help us sequence algorithms correctly?