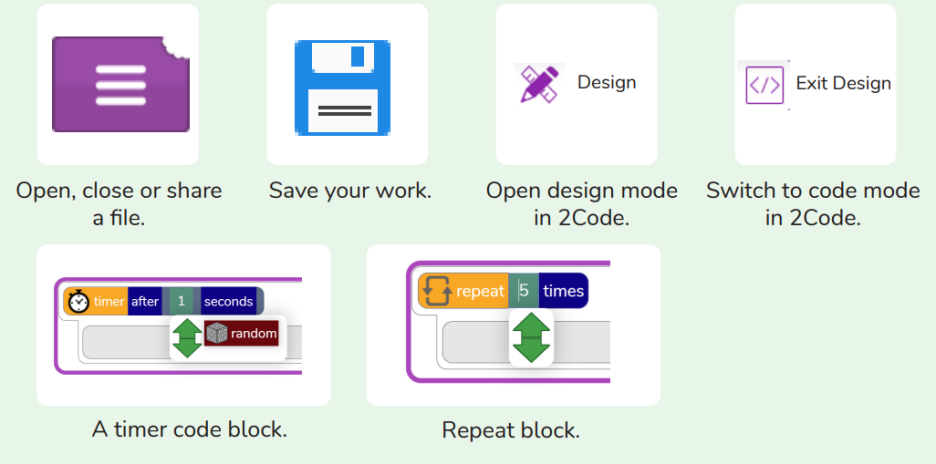
St Mary's Horsforth – Computing Knowledge Organiser
Year 3 - Spring 2
Unit 3.1 Coding

Enquiry Question: What is the difference between 'timer after' and 'timer every'?



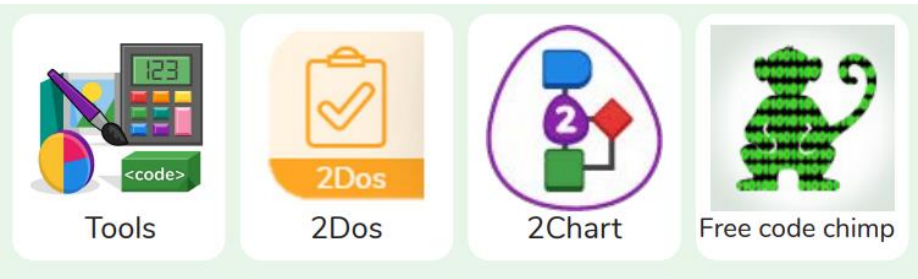
Open, close or share a file. | Save your work. | Open design mode in 2Code. | Switch to code mode in 2Code.

A timer code block. | Repeat block.

What should I already know?	What will I know at the end of the unit?
• I understand what an algorithm is. • I can create a computer program using an algorithm. • I can create a program using a given design. • I understand the collision detection event. • I understand that algorithms follow a sequence. • I can design an algorithm that follows a timed sequence. • I understand that different objects have different properties. • I understand what different events do in code. • I understand the function of buttons in a program. • I understand and debug simple programs.	• I understand what a flowchart is and how flowcharts are used in computer programming. • I understand that there are different types of timers and select the right type for purpose. • I understand how to use the repeat command. • I understand the importance of nesting. • I can design and create an interactive scene.

Key Vocabulary		
Action Alert Algorithm Bug Click Event Code Collision Detection Event Command	Debug/Debugging Event Flowchart Implement Input Interval Nesting	Properties Repeat Scene Sequence Timer Turtle Object

Key Resources



Tools | 2Dos | 2Chart | Free code chimp