

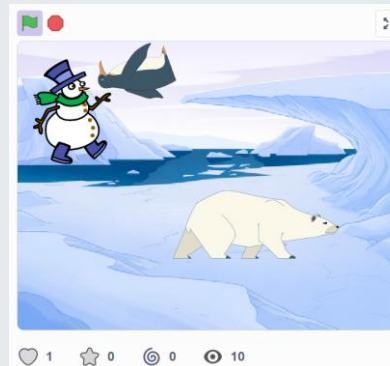
Prior knowledge – our previous Computing knowledge that will support our learning during this enquiry.

Unit 2



Year 3

Register		Mon 07/05		Tue 08/05		Wed 09/05		Thu 10/05		Fri 11/05	
Name	Reg	AM	PM	AM	PM	AM	PM	AM	PM	AM	PM
Addy, George	Y4D	/	\	/	\	/	\	/	\	/	\
Ahmed, Zahir	Y4D	/	\	/	\	/	\	/	\	/	\
Bocci, Sofia	Y4D	/	\	/	\	L	\	/	\	/	\
Brand, Mabel	Y4D	/	\	/	\	/	\	A	/	/	\
Chang, Freya	Y4D	A	\	/	\	/	\	/	\	/	\
Droffer, Michael	Y4D	/	\	/	\	/	\	/	\	/	\
Fuller, Jane	Y4D	/	\	/	\	/	\	/	\	/	\
George, Freddie	Y4D	/	\	/	\	/	\	O	O	O	O
Hussain, Soni	Y4D	/	\	/	\	/	\	/	\	/	\
Jones, Gemma	Y4D	/	\	/	\	/	\	/	\	/	\



Preston Primary School Knowledge Organiser

Computing: How can I sequence sounds?

Term:
Summer 1

Year: Unit 3 - Year 3 & 4

Duration: 5 Weeks

Questions we will answer during this enquiry

How does coding work?

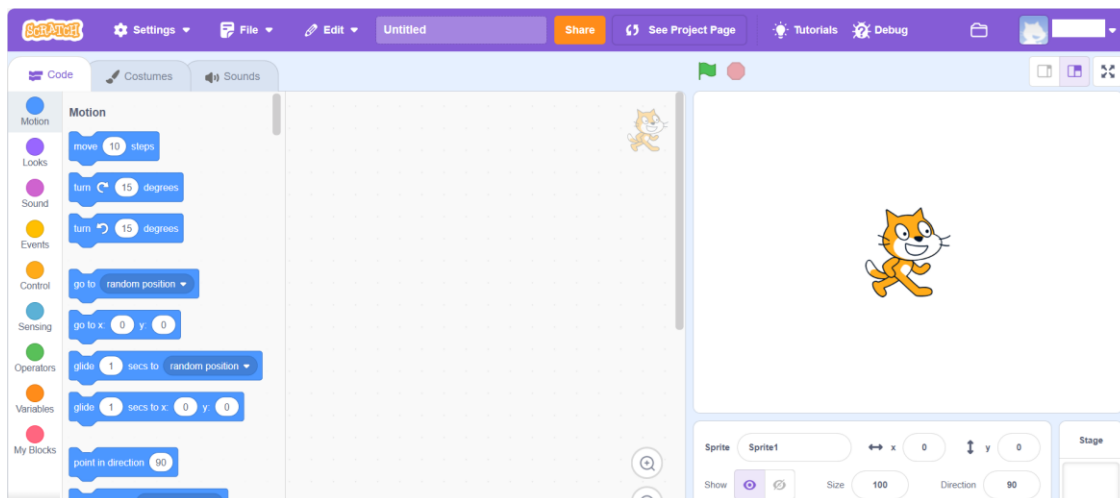
How do I programme more than one Sprite?

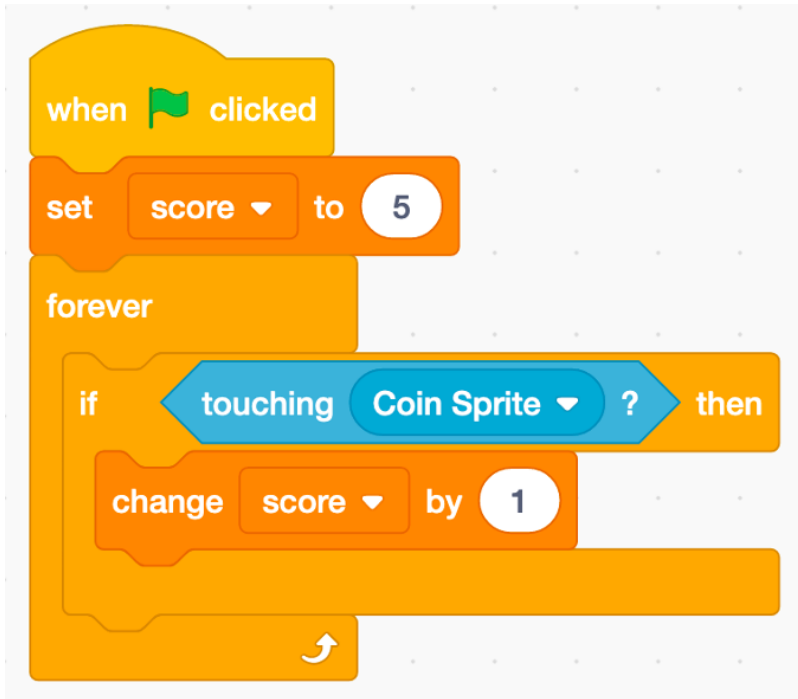
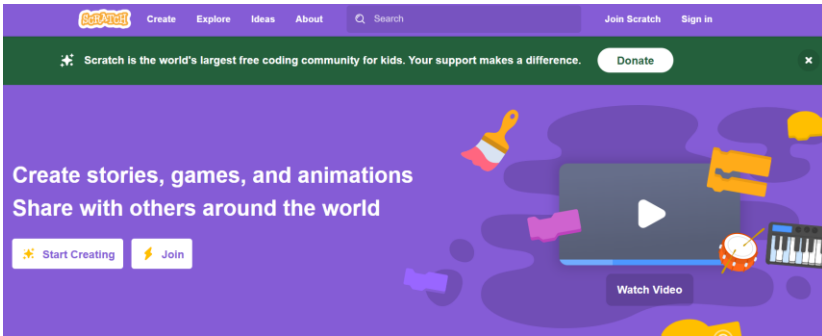
How do I create a sequence of commands?









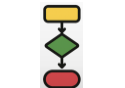
How do I order different sequences of commands?

How can I sequence sounds?

SCRATCH





Key Vocabulary		
	Sprite	A sprite is a character or object in Scratch. You can make it move and do things.
	Backdrop	A backdrop is the background of your Scratch project. It shows where your sprite is.
	Blocks	Blocks are the coloured pieces of code you join together. They tell your sprite what to do.
	Command	A command is an instruction you give to a sprite. It tells the sprite what action to take.
	Action	An action is something a sprite does, like move or make a sound. Actions happen because of the code.
	Outcome	The outcome is what happens when the code runs. It shows if your instructions worked.
	Sequence	A sequence is a set of instructions in a certain order. The computer follows them one at a time.
	Event	An event is something that starts your code, like clicking the green flag. It tells the project to begin.
	Algorithm	An algorithm is a set of clear steps to follow. It tells the computer exactly what to do.