Computing Subject knowledge, discipline and vocabulary		
Year 3 Spring		
Unit	Sequence in Music	Branching Databases
Previous	 Make predictions about the outcome of commands. 	 I can record data using tally charts and pictograms
Learning	 Understand how words are enacted as sequences. 	 I can group objects using common attributes
	Make comparisons between predictions and outcomes.	 I can compare the benefits/drawbacks of tally charts and
	 Altempt to plan and program sequences. Understand inputs, processes and outputs 	pictograms
		I can represent data in different ways
Subject	Understanding sequencing in computer programming.	Understanding branching databases.
Knowledge	NC:	NC:
(what)		
	 Design, write, and debug programs that accomplish specific goals, 	- Select, use, and combine a variety of software (including internet
	including controlling or simulating physical systems; solve problems	services) on a range of digital devices to design and create a range of
	by decomposing them into smaller parts	programs, systems, and content that accomplish given goals, including
	 Use sequence, selection, and repetition in programs; work with 	collecting, analysing, evaluating, and presenting data and information
	Variables and various forms of input and output	- Use technology sajely, respectfully, and responsibly
	- Use logical reasoning to explain now some simple algorithms work,	
	 Select use and combine a variety of software lincluding internet 	Ouestions can be investigated with ves/no answers
	services) on a range of digital devices to design and create a range of	 Data is collected by identifying object attributes
	programs, systems and content that accomplish given goals.	Attributes can used to separate object attributes.
	including collecting, analysing, evaluating and presenting data and	 Data can be used to answer questions.
	information	 Different data can be collected to answer specific questions
		• Two levels of a branching database using AND.
	 Programs start because of an input. 	• Information shown in a branching database can be compared with
	 A sequence is a specific order commands are given in. 	pictograms.
	• A program includes a sequence of commands.	
	 The sequence of a program is a process. The order of commands can affect a program's output 	
	 Different sequences can achieve the same output 	
	 Different sequences can achieve different outputs. 	
Subject	Build a sequence of commands.	 Identify object attributes needed to collect relevant data
Discipline	Combine commands in a program.	 Retrieve information from different levels of a branching
(how)	Order commands in a program.	database
	Create a sequence of commands to produce a given sequence.	 Create questions with Yes/No answers
		 Make comparisons between different representations of data.

 Key Vocab Sequence- the order commands are given. Algorithm- a set of rules followed by a computer. Program- a detailed plan or procedure for solving a problem with a computer. Order- the arrangement on a sequence. Command- an instruction given to a computer. Design- a plan or drawing to show the function of objects. Debugging- fix a sequence. Stage - Where your project is displayed when active. Sprite - The objects on the Scratch stage that performs actions. Backdrop - Background displayed on your Scratch stage. Costumes - Alternate appearances of your sprite. Blocks - Programming commands that you snap together to create a program in Scratch. Motion Block - A block which controls a sprite's movement Bug- a flaw in a program Note- a notation representing the pitch and duration of a musical sound. Chord- a combination of three or more notes that blend harmoniously. 	 More than Less than Most Least Organise- arrange in an order. Data- facts. Tally chart- each occurrence is recorded with a tally (vertical stroke). Pictogram- a chart or graph which uses pictures to represent data in a simple way. Compare- note similarities and differences. Attribute- a characteristic or feature of someone. Questions- A statement which can have an investigable answer Block diagrams- Types of items are shown on the x axis (horizontal), number of items are shown on the y axis (vertical) and one block represents one item. Branching database- a way of classifying a group of objects. Separate- to split apart. Selecting- carefully choose to be most suitable.
---	---