



Jerry Clay Academy
Subject Unit Overview

Subject: Computing Year Group: 3 Term: Autumn 1

Core Learning of This Unit: We are Programmers

- Plan and create an algorithm for an animated scene in the form of a storyboard
- Write a program in Scratch to create the animation, including characters, dialogue, costumes, backdrops and sound
- Review their animation programs and correct mistakes.

Prior Learning:

Unit 1.1: We are treasure hunters introduced programming with Blue-bots.

Unit 1.5: We are rhythmic introduced ScratchJr.

In Unit 2.1: We are astronauts and Unit 2.2: We are games testers, pupils developed their programming skills further.

National Curriculum Statements:

- Design, write and debug programs that accomplish specific goals; solve problems by decomposing them into smaller parts.
- Use sequence in programs; work with variables and various forms of input and output.
- Use logical reasoning to detect and correct errors in algorithms and programs.
- Select, use and combine a variety of software to design and create content that accomplishes given goals, including presenting information.

Key Vocabulary:

- Abstraction
- Algorithm
- Bug
- Code
- Debug
- Decomposition event
- Iterative development
- Output
- Parallel processing
- Program
- Repetition
- Scratch
- Sequence
- Sprite
- storyboard