



Jerry Clay Academy
Subject Unit Overview

Subject: Computing Year Group: 3 Term: Autumn 2

Core Learning of This Unit: We are Bug fixers

- Develop a number of strategies for finding errors in programs
- Build up resilience and strategies for problem solving
- Increase their knowledge and understanding of Scratch
- Recognise a number of common types of bugs in software.

Prior Learning:

Pupils fix sequences of instructions to get a Blue-Bot to a particular destination in Unit 1.1: We are treasure hunters.

Pupils program a sprite on-screen in Scratch in Unit 2:1: We are astronauts.

Pupils program in Scratch in Unit 3:1: We are programmers.

National Curriculum Statements:

- 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.

Key Vocabulary:

- Abstraction
- Algorithm
- Bug
- Code
- Debug
- Event
- Input
- Logical reasoning
- Output
- Parallel processing
- Program
- Repetition
- Scratch
- Sequence
- Sprite
- Variable