



## St James CofE Primary

### Year 3 - Computing Learning Passport

#### Computer Science

#### Key questions:

How can we make things move?

#### Prior Learning:

Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.

To create, test and debug a set of instructions repeatedly (algorithm)

#### What I will be able to use:



**2Code**

#### Key Learning:

Design, write and debug programs that accomplish specific goals; controlling or simulating physical systems; begin to decompose bugs into smaller parts.

To understand what a flowchart is and how flowcharts are used in computer programming

#### Key Skills:

I understand what a flow chart is and how they are used in computing.

I can design, write and debug programs that accomplish goals.

I can begin to decompose bugs into smaller parts.

I can use buttons in a program

#### Key Vocabulary:

when key	Nesting
when clicked	actions
object type	properties
alert	input
flowchart	

#### Key Person:

**Grace Hopper (1906 - 1992)**

An American computer scientist, mathematician, and United States Navy rear admiral.

She was a pioneer of computer programming, created the FLOW-MATIC programming language which was later extended to create COBOL, a programming language still in use today.

