





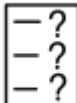
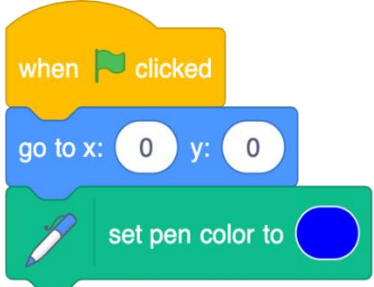


Year 3 Computing – Events and actions in programs

Vocabulary			Knowledge
Program	A set of instructions that a computer follows		<p><u>Programs:</u></p> <p>A program is a set of instructions that a computer follows. The computer carries out the steps in order as it has been inputted.</p> <p>We use code to tell the computer what to do.</p> <p><u>Events and actions:</u></p> <p>An event is something that happens, like clicking the mouse or pressing a key. An action is what happens next, like a sprite moving or changing colour.</p> <p>Programs use events to trigger actions.</p> <p>A command is a single instruction such as “move 10 steps”. A group of commands put together creates an algorithm.</p> <p>Algorithms are like plans for solving problems or making things happen in the right order.</p> <p>Sometimes programs don't work as we expect because of mistakes, called bugs. When we find and fix these problems, it is called debugging. Once the program is ready, we can run it to see what happens.</p> <p><u>Input and output:</u></p> <p>Computers use input to get information from us, like mouse clicks, keyboard presses, or touches on a tablet. They give us output to show what they have done, such as moving an object, playing a sound, or showing a message.</p> <p><u>Running and Testing Programs</u></p> <p>When we are ready, we can run our program to see what happens. We test our program to check if the events and actions work as planned. If something doesn't look right, we go back, edit the code, and try again.</p>
Code	The language used to write instructions for a computer		
Action	Something that happens when the program runs		
Event	Something that happens to trigger an action		
Command	An instruction that tells the computer to do something		
Algorithm	A step by step plan to solve a problem or create something		
Input	Information given to a computer by the user		
Output	What comes out of the program		
Sprite	A programmable character on Scratch		
Debug	To find and fix mistakes in the program		

Quizzing		Quiz at home	
Ask your partner the questions below. Can they find the correct answer on the right-hand side?		Ask your adult to look at the KO.	
What do we call a mistake in a program?	Algorithm	Quiz them using the vocabulary and knowledge section or the quiz questions.	
What happens if a program has a bug ?	Debugging		
What is information put into a computer called?	Sprite		
What is a single instruction given to a computer called?	To plan instructions in the right order		
What word means starting a program by clicking?	Input		
What word means fixing mistakes in code?	Command		
Why do we use algorithms in programming?	Bug		
What is a programmable character called?	Event		
What is a set of instructions called?	The program doesn't work as expected		
BIG Questions		Beat the adult	
<ol style="list-style-type: none"> Why do computers need us to give them instructions? Why are bugs a normal part of programming? How is an input different from an output? How does understanding events and actions help us use technology in real life? What could happen in a program if the algorithm is not correct? 		<p>Your teacher can give 10 facts in 1 minute about this topic.</p> <p>How many can you give to your partner?</p> 	
		<p>• Can they beat your score?</p> <p>• Can they score more than 5? 10?</p> <p>• Compete with your adult in the elimination quiz. Take it in turn to ask each other questions. The first person to get a question wrong is out.</p>  	
Word scramble	Creative Tasks	What's wrong with this algorithm?	
Unscramble the key vocabulary from this topic below. You can create your own at the bottom	<ol style="list-style-type: none"> Program characters to dance when you press different keys. Add background music and colourful effects. Program a pet that reacts to events e.g. Click → pet eats Press space → pet jumps Program keys to play different notes and create a tune. 	Tick the correct answer	
rrgmopa			<input type="checkbox"/> The sprite does not move to the centre
edco			<input type="checkbox"/> The lines are not erased
aoictn			<input type="checkbox"/> The pen is set to the wrong colour
enevt			
ancodmm			
miaotrlhg			
ptuni			
otputu			
deugh			

Double Event Challenge

Make a sprite that moves when the spacebar is pressed **and** makes a sound when clicked. Swap programs with a partner. Find and fix at least one **bug** in their code.

Knowledge

Programs:

A is a set of instructions that a computer follows. The carries out the steps in order as it has been

We use to tell the computer what to do.

Events and actions:

An is something that happens, like clicking the mouse or pressing a key.

An is what happens next, like a sprite moving or changing colour.

use **events** to trigger actions.

A is a single instruction such as "move 10 steps". A group of commands put together creates an

Algorithms are like plans for solving problems or making things happen in the right order.

Sometimes programs don't work as we expect because of mistakes, called . When we find and fix these problems, it is called . Once the program is ready, we can it to see what happens.

Input and output:

Computers use to get information from us, like mouse clicks, keyboard presses, or touches on a tablet. They give us to show what they have done, such as moving an object, playing a sound, or showing a message.

Running and testing programs

We test our program to check if the events and actions work as planned. If something doesn't look right, we go back, the code, and try again.

Knowledge

Programs:





Events and actions:

Input and output:

Running and testing programs:




Write the definition for each of the following words

Vocabulary

Program		
Code		
Action		
Event		
Command		
Algorithm		
Input		
Output		
Sprite		
Debug		

Write the vocabulary word for each definition

Vocabulary

	A set of instructions that a computer follows	
	The language used to write instructions for a computer	
	Something that happens when the program runs	
	Something that happens to trigger an action	
	An instruction that tells the computer to do something	
	A step by step plan to solve a problem or create something	
	Information given to a computer by the user	
	What comes out of the program	
	A programmable character on Scratch	
	To find and fix mistakes in the program	