Drove Primary School

Year 3 Computing – Term 2
Computer Science

What should I already know?

- Predict what will happen in an algorithm using logical reasoning.
- Investigate the way algorithms need precise, unambiguous instructions to work.
- Make algorithms that solve a problem, using simple drawings or diagrams to plan the solution.
- Improve algorithms, using debugging skills such as checking back through their plan and algorithm.

Computing Skills:

- To predict what will happen for a more complex sequence of instructions which uses repetition.
- To investigate how a problem can be solved by decomposing it into smaller steps and by planning a solution

Key Vocabulary and Definitions:

Predict	To say or estimate what will happen in the future or will be a consequence of something.
Algorithm	A process or set of rules to be followed in calculations or other problem-solving operations, especially by a computer.
Logic	It's a bit like reasoning.
Reasoning	The action of thinking about something in a logical, sensible way.
Precise	The quality, condition, or fact of being exact and accurate.
Instructions	A direction or order.
Problem Solving	The process of finding solutions to difficult or complex issues.
Drawings and Diagrams	Made by hand using a medium like pencils.
Editing	Revisiting our work and looking for marvelous mistakes.
Debugging	The process of identifying and removing errors from computer

Teaching Sequence

1) To predict what will happen for a more complex sequence of instructions which uses repetition.
2) To investigate how a problem can be solved by decomposing it into smaller steps and by planning a solution