



# Year 3

## Computing Summer 1

This half term, we will be learning Programming



Vocabulary	
Scratch	A drag and drop programming language made by the <a href="#">Lifelong Kindergarten Group</a> at MIT
programming	Computer programming is the process of designing and building an executable computer program for accomplish-
blocks	Blocks make up <a href="#">scripts</a> , which make a <a href="#">project</a> work
Command	a command is a directive to a computer program to perform a specific task.
code	A code or script is a collection or stack of <a href="#">blocks</a> that all interlock with one another.
sprite	An object in Scratch which performs functions controlled by scripts
costume	A <a href="#">costume</a> is one out of possibly many "frames" or alternate appearances of a <a href="#">sprite</a> .
stage	The background of a project, performs functions through scripting
backdrop	A <a href="#">backdrop</a> is an image that can be shown on the <a href="#">Stage</a> . It is similar to a <a href="#">costume</a> , except that it is shown on the stage instead.

Vocabulary	
algorithm	a process or set of rules to be followed in calculations or other problem-solving operations, especially by a computer.
bug	Something that is wrong with the programme and won't let it work properly
debug	To find the bug and correct it so that the programme can work.
Sequence	A series of related events which follow each other in order
order	The way the events are put
note	a single tone of definite pitch made by a musical instrument
chord	a group of (typically three or more) notes sounded together, as a basis of harmony.

