



## Computing Programming A - Sequencing sounds

### Year 3 Knowledge Organiser - Spring 2



#### Know how to:

- Explore a new programming environment
- Identify that commands have an outcome
- Explain that a program has a start
- Recognise that a sequence of commands can have an order
- Change the appearance of my project
- Create a project from a task description

#### Key questions:

##### What does an effective programme require?

An effective program requires clear instructions in the correct order so the computer knows exactly what to do.

##### Why is the sequence of commands important?

The sequence of commands is important because it decides the order in which actions happen, so the program works correctly.

##### How do you change the appearance of the environment in the programme?

You can change the appearance of the environment in the program by choosing a different backdrop or background image.

Key vocabulary	
Word	Definition
Sequence	A <b>sequence</b> is an ordered list of things. In computing, a sequence is the order in which sounds or instructions happen.
Commands	<b>Commands</b> are instructions that tell a computer what to do, such as playing a sound or changing its volume.
Sprites	<b>Sprites</b> are characters, objects, or pictures that you can program to move, make sounds, or do actions in a computer program.
Backdrops	<b>Backdrops</b> are the background pictures or scenes that appear behind the sprites in a project.