



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