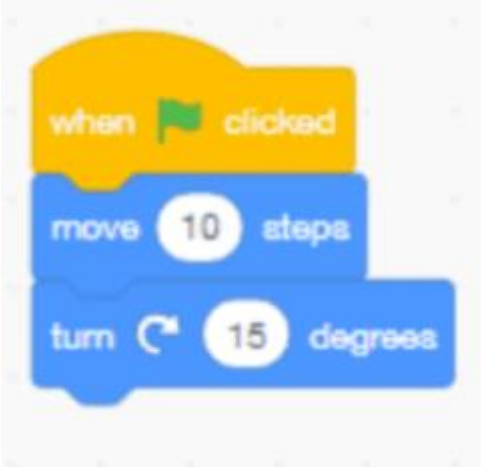
Computing Knowledge Organiser		
Year group: 3	Topic link:	Element of Computing: Inputs and sequences
Key Question: What are inputs and sequences?		

Key Vocabulary	
Inputs	All digital devices accept inputs. An input is data that is entered in to or received by a computer. This could include a user pressing a key on a keyboard, clicking a mouse to select something on screen, or a light sensor sensing light levels.
Sequence	Sequence, the order that commands are executed by a computer, allows us to carry out tasks that have multiple steps. In programming, sequence is a basic algorithm: A set of logical steps carried out in order.



What key knowledge will I have by the end of this journey?
Confident understanding of inputs being a form of delivering information to a computer Solid understanding of the purpose of sequences in relation to programming

Mediums and Resources
Scratch – either on IPads or Laptops

My outcome will be
To create my own version of the Ladybug Munch Game using sequences and inputs.

What key skills will I have by the end of this journey?
Improved ability to code by adding more coding blocks to my toolkit Ability to create a simple sequence using code blocks (focusing on drag and drop skills on trackpads and touch screens)

Links to previous and future learning			
In Year 3 Use inputs and sequences to make a simple game	In year 4 Use loops and sequences with repetition	In Year 5 Use procedures with conditions and conditional starts	In year 6 Develop an app/ game/ device using knowledge of coding