

Year Group: 3  
Term: Autumn 2  
Topic: Unit 3.1 Coding

### Key Learning:

- ⇒ To understand what a flowchart is and how flowcharts are used in computer programming.
- ⇒ To understand that there are different types of timers and select the right type for purpose.
- ⇒ To understand how to use the repeat command. • To understand the importance of nesting.
- ⇒ To design and create an interactive scene.

### Glossary

<b>button</b>	A type of object that responds to being clicked on.
<b>click event</b>	An event that is triggered when the user clicks on an object.
<b>collision detection event</b>	The event of two objects colliding.
<b>debug/debugging event</b>	Fixing code that has errors so that the code will run the way it was designed to.
<b>implement</b>	When a design is turned into a program using coding.
<b>input</b>	Information going into the computer. Can include moving or clicking the mouse, using the keyboard, swiping and tilting the device.
<b>interval</b>	In a timer, this is the length of time between the timer code running and the next time it runs e.g. every 1 second.
<b>nesting</b>	When coding commands are put inside other commands. These commands only run when the outer command runs.
<b>object</b>	Items in a program that can be given instructions to move or change in some way (action).
<b>predict</b>	Use your understanding of a situation to say what will happen in the future or will be a consequence of something.
<b>properties</b>	These determine the look and size of an object. Each object has properties such as the image, scale and position of the object.
<b>repeat</b>	This command can be used to make a block of commands run a set number of times or forever
<b>scene</b>	In 2Code, this is the combination of the background and objects in a program.
<b>test</b>	To run the code and observe what happens to identify where there might be bugs in the program.
<b>turtle object</b>	A type of object in 2Code that moves by coding angles of rotation and distance to move.



Open, close or share  
a file.



Save your work.



Design  
Open design mode  
in 2Code.



Exit Design  
Switch to code mode  
in 2Code.



A timer code block.



Repeat block.