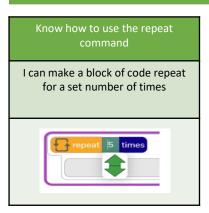
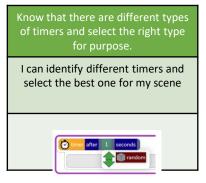
GGA- Spring Computing Knowledge Organiser for Year Three Coding 3.1

Vocabulary Collision The event of two objects colliding. Detection Event An event that is triggered when the user clicks on Click Event an object When a design is turned into a program using Implement coding. In a timer, this is the length of time between the timer code running and the next time it runs e.g. Interval every 1 second. When coding commands are put inside other commands. These commands only run when the Nesting outer command runs. These determine the look and size of an object. Each object has properties such as the image, scale **Properties** and position of the object. A type of object in 2Code that moves by coding Turtle Object angles of rotation and distance to move.

Skills that I am going to learn.







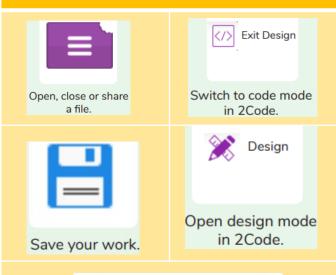
Key Questions

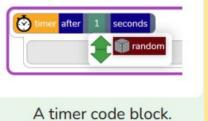
Why is it useful to use a flowchart to design a computer program?

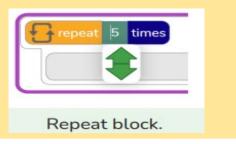
What does repeat mean in computer programming?

What is the difference between 'timer after' and 'timer every'?

Key Resources







Why are we learning this? To be able to improve our problem solving skills Why is this important? It is a way for us to think strategically