



# St John Fisher RC Primary School

## Year Three Knowledge Organiser – Summer Term Two – Computing – Programming

### What we will be learning

#### Weeks 1 - 6

#### I know:

- How to explore existing animations in Scratch
- How to design an animation storyboard as an algorithm, incorporating the Seesaw app.
- How to create sprites and backgrounds for the animation.
- How to program the animation in Scratch.
- How to debug and refine the animation.
- How to evaluate and share completed projects

### Key Facts to Remember

- I can define key terms related to animation and programming.
- I understand the importance of planning and storyboarding before starting a project.
- I can create my own sprites and backgrounds in Scratch.
- I can write simple algorithms to programme my animations.
- I can debug my animations effectively to improve functionality and output.
- I can evaluate my work and provide constructive feedback to peers.

### Key Vocabulary and Glossary

- **Animation** - A series of images or drawings that create the illusion of movement when shown in sequence.
- **Sprite** - A two-dimensional image or character that can be manipulated within an animation or game.
- **Background** - The scenery or setting of the animation, providing context for the sprites.
- **Algorithm** - A step-by-step set of instructions for solving a problem or completing a task.
- **Debugging** - The process of finding and fixing errors or problems in a computer program.
- **Sequencing** - Arranging instructions or events in the correct order to perform a task.
- **Loop** - A programming structure that repeats a section of code multiple times.
- **Event** - An action or occurrence that is detected by a computer or its users, often triggering a response.
- **Interface** - The means by which a user interacts with a computer program or application.
- **Code** - The written instructions that tell a computer what to do.

### Interesting Facts

- The first animated film ever created is widely considered to be "Gertie the Dinosaur," released in 1914.
- Animators often create hundreds of drawings (or frames) to produce just a few minutes of animation.
- Scratch was developed by MIT Media Lab and is used worldwide to teach children programming skills.
- The term "sprite" comes from the world of computer graphics and refers to a 2D image that can be moved independently.

### Theme

#### Animation With Egyptian Gods

Ancient Egyptian gods were central to their culture, believed to control nature, daily life, and the afterlife. Some of the most well-known gods include Ra (sun god), Anubis (god of the dead), Osiris (god of the underworld), Horus (god of the sky), Isis (queen of the goddesses), and Thoth (god of wisdom and writing).



### Apps & Software

#### Scratch

Scratch is a visual programming language where users, primarily can create interactive stories, games, and animations. It uses a drag-and-drop interface, making coding accessible and intuitive for beginners.



#### SeeSaw

An educational platform that can be used to create an electronic portfolio of children's completed digital work.

