


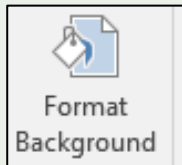


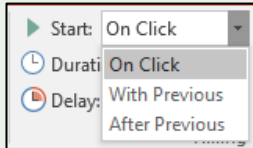
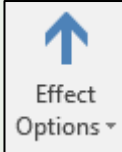
# GGA- Computing Knowledge Organiser for Year 3- PowerPoint – Autumn A

## Vocabulary

Slide Design	How the background of the slides look.
Animation	A visual effect that can make objects appear, disappear or move
Mouse Click	The next animation will start when you click the mouse.
Automatically	When something happens without being prompted.
After Previous	The next animation will start after the previous animation.
With Previous	The next animation will start at the same time as the previous animation.



## Skills that I am going to learn.

<p>Know how to change the slide design.</p> <p>I can choose a pre-set slide design.</p> 	<p>Know how to create a slide background.</p> <p>I can choose my own background colours.</p> 	<p>Know about Entrance animation.</p> <p>I can use animation to make objects appear.</p> 
<p>Know about Exit Animation.</p> <p>I can use animation to make objects disappear.</p> 	<p>Know how to make animations automatic.</p> <p>I can set animations so you happen automatically.</p> 	
	<p>Know how to change effect options.</p> <p>I can change how an animation looks.</p> 	

## Animation Effects

Appear	The object appears without any movement.
Fly	The object moves in a straight line from the edge of the slide.
Shape	The object is revealed gradually in the shape chosen.
Swivel	The object spins on the spot.
Grow and Turn	The objects starts small, rotates and gets bigger.
Bounce	The object bounces into place.

## Why are we learning this?

To make presentations more interesting.

## Why is this important?

To help engage the audience.

# GGA- Computing Knowledge Organiser for Year 3- Coding- Scratch – Autumn B

SCRATCH



## Vocabulary

Sprite	A moveable object in Scratch.
Stage	Background Image
Costume	Different appearances for a Sprite.
Script	The code/instructions give to a sprite.
x coordinate	Horizontal position.
y coordinate	Vertical Position
Sequence	Code that runs in order.
Selection	Code that only runs if a certain criteria is met.
Repetition	Code that repeats.

## Skills that I am going to learn.

Know how to create your own Sprite.

I can use the Paint tools to create a Sprite.



Know how to create your own stage.

I can use the Paint tool to create a stage image.



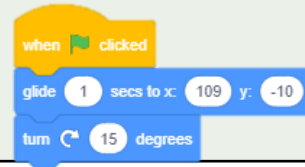
Know how to use costumes to change a sprite's appearance.

I can create a new costume and use switch costume blocks.

switch costume to costume1

Know about Sequence

I can click blocks together to create a sequence.



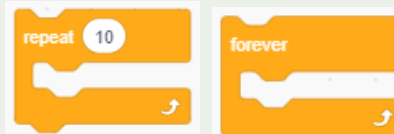
Know about Selection

I can use an If block



Know about Repetition

I can use Repeat and Forever blocks to make code repeat.



## Scratch Blocks

when green flag clicked	Executes the algorithm when the green flag is clicked.
hide show	These blocks make a Sprite invisible and visible again.
wait 1 seconds	Creates a pause in the algorithm.
glide 1 secs to x: 109 y: -10	Glide allows a sprite to move smoothly to a selected location.
turn 15 degrees	Allows a sprite to rotate.



Why are we learning this?

To understand the basics of Scratch.

Why is this important?

You will use these skills in Year 4, 5 and 6