

# Year 3 Design and Technology: Programming

## Knowledge:

- To apply knowledge and understanding of computing to program, monitor and control a product;
- To apply knowledge of directions and turns; and
- To give and follow directions and instructions.

## Skills:

- To work collaboratively to follow design instructions;
- To develop design skills, using sketches, plans, diagrams and prototypes;
- To use designs and plans to inform the selection of appropriate materials and
- To trial and test products and evaluate how successfully they have achieved their proposed design.

### Key Questions:

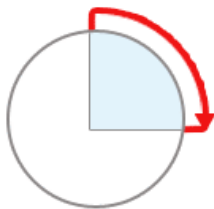
- What is an algorithm?
- How do you want your product to move?
- What program will you need to use and create?
- Did your product move the way you wanted it to?

### Outcome:

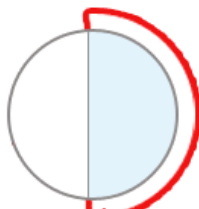
To program, monitor and control a product.



Key Word	Definition
Backwards	Towards the back; in the direction of the back
Construct	To build or make something.
Direction	The route along which someone or something moves.
Evaluate	To summarise your ideas about something and say what is good or what needs improvement.
Forwards	Towards the front; in the direction of the front.
Movement	The act of moving something.
Product	Something that can be made.



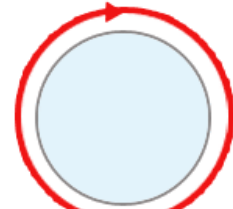
$\frac{1}{4}$  (quarter) turn



$\frac{1}{2}$  (half) turn



$\frac{3}{4}$  (three-quarter) turn



full turn