Learning graph
Year 3 - Events and actions in programs

Key:
- Concept
- Skill

Links:
- Direct prerequisite
- Scaffolding not direct prerequisite

To explain that programs start because of an input
To explain what a sequence is

To identify that a program includes sequences of commands
To identify that the sequence of a program is a process

To order commands in a program
To combine commands in a program

To create a sequence of commands to produce a given outcome
To identify that different sequences can achieve the same output
To identify that different sequences can achieve different outputs

To explain that the order of commands can affect a program’s output
To explain that the sequence of a program is a process

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