

Woodley Primary School – Knowledge Organiser

Computing Focus:	Computer Science	Year 2	Ongoing
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Key Vocabulary	
Spelling	Definition
Logic	Predicting and analysing
Evaluation	Making judgements
Algorithm	A list of steps and rules to finish a task
Patterns	Spotting and using similarities
Tinker	Change things and see what happens
Debugging	Finding and fixing problems in an algorithm or program
Precise	Exact/accurate
Bug	Part of a program that does not work correctly
Predict	Guess what will happen based on reasoning
Click	Press the mouse button
Double-Click	Press the mouse button very quickly
Drag	Click your mouse button and hold as you move the mouse pointer to a new location
Drop	Release your mouse button to "let go" of an item that you are dragging
Program	An algorithm that has been coded into something that can be run by a machine
Loop	The action of doing something over and over again
Repeat	Do something again
Event	An action that causes something to happen

Prior Knowledge	
What I should already know ...	
EYFS:	Completes a simple program on a computer Interacts with age-appropriate computer software
Year 1:	Sequencing – directional language, clicking, dragging, dropping, simple algorithms using programmed directional language and debugging Events – create a story Loops – simple repeats Digital Citizenship – going places online safely following rules

What I will know at the end of the unit	
Objectives for the unit:	Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions Create and debug simple programs Use logical reasoning to predict the behaviour of simple programs
Key Skills:	Sequencing - how to build on understanding of algorithms and how to debug Events – the events add variety to algorithms Loops – how to use repeat loops, comparing efficiency of different algorithms, create own images using loops Impacts of computing – how to exercise empathy and creativity by sketching app to address needs of imaginary user Digital citizenship – understand that we leave a digital footprint

Possible Experiences
Use Code Studio—Course B

