

Year 2 - Spring - Computing Knowledge Organiser

What I already know...

In year 1, pupils will have experience of creating short programs and predicting the outcome of a simple program.

This unit progresses pupils' knowledge and understanding of algorithms and how they are implemented as programs on digital devices. Pupils will spend time looking at how the order of commands affects outcomes. They will use this knowledge and logical reasoning to trace programs and predict outcomes.

What I will learn...

To describe a series of instructions as a sequence

To explain what happens when we change the order of instructions

To use logical reasoning to explain an outcome of a program

To design an algorithm

To create and debug a program

Key Vocabulary

Instruction	
Sequence	A combination of several instructions
Algorithm	A precise set of ordered instructions, which can be turned into code
Program	Series of commands
Commands	An order to a computer to perform a task
Prediction	Reasoned decisions rather than guesses
Route	A path an object takes.
Debugging	Find and fix errors in their algorithms and programs



Making a difference at The Merton

Pupils' will develop their understanding of instructions in sequences and the use of logical reasoning to predict outcomes.

They will use given commands in different orders to investigate how the order affects the outcome. Pupils will also learn about design in programming. They will develop artwork and test it for use in a program. They will design algorithms and then test those algorithms as programs and debug them.

Making a difference at home

Think about when you give commands to computers at home and out and about. Pressing a button on a remote control is giving an instruction- what is the outcome?

What about at a pelican crossing? What is the input and what is the outcome? Is there more than one outcome?