



Year 1 - Spring 1 - Computing Knowledge Organiser



What I already know...

In EYFS we learnt how to operate simple equipment for instance the interactive whiteboard to draw pictures on 2simple. We gained an interest in technological toys with knobs or pulleys and real objects such as cameras.

We learnt that you can get any information you want from a computer and our teachers use them a lot to help us with our learning!

What I will learn...

To understand that a program is a set of commands that a computer can run

To explain what a given command does

To match a command to an outcome

To recall that a series of instructions can be issued before they are enacted

How to be a programmer...

To explain what a given command can do

To follow an instruction and to give directions

To combine 'forwards' and 'backwards' commands to make a sequence

To combine four direction commands to make sequences

To plan a simple program

To find more than one solution to a problem

Key Vocabulary

command	Give an order.
design	What it should do.
code	How it is done.
device	A piece of mechanical or electronic equipment adapted for a particular purpose.
sequence	A particular order in which related things follow each other.
robot	A machine able to replicate certain human movements and functions automatically.
program	A series of coded software instructions to control the operation of a computer or other machine.
de-bug	Identify and remove errors from computer hardware or software.
algorithm	A process or set of rules to be followed.

Making a difference at The Merton and beyond

When the Jolly Postman needs our help to deliver letters to the correct Fairytale house we will learn to use a robot (Bee-bot) to help us do this! Learning about programming and the importance of following a sequence in order to get an anticipated result links nicely to lots of areas of our curriculum. It helps us to see that when we want an outcome we have to put the work in first. For instance if we want to write a sentence we have to learn the steps to get to this point first.

Learning any new skill is just like programming. It's all about the journey and following instructions in sequence. In doing this we learn to appreciate that sometimes we make mistakes and that is okay— just like computers we can de-bug and try again!

