

Year 2 - Summer - Computing Knowledge Organiser

What I already know...

This unit initially recaps on learning from the Year 1 ScratchJr unit 'Programming B – Programming animations'.

This unit progresses the childrens' knowledge and understanding of instructions in sequences and the use of logical reasoning to predict outcomes.



What I will learn...

- To explain that a sequence of commands has a start
- To explain that a sequence of commands has an outcome
- To create a program using a given design
- To change a given design
- To create a program using my own design
- To decide how my project can be improved

Key Vocabulary

Sequence	A set order of pattern for something to follow.
Algorithm	A clear set of instructions to carry out a task.
Program	A series of code that instructs a computer to perform specific tasks.
Bug	An error or mistake in computer code.
Debug	To fix the error in code.
Icon	A small image which represents someone or something.
Predict	To make an educated guess as to what might happen or occur as a result of something in the future.
Blocks	Change, improve or correct.
Scratch Jr	A simple, block based coding application, in which you can instruct Scratch the cat.



Making a difference at The Merton and beyond

The children begin to understand that sequences of commands have an outcome, and make predictions based on their learning.

They use and modify designs to create their own quiz questions in ScratchJr, and realise these designs in ScratchJr using blocks of code. Finally, the children will evaluate their work and make improvements to their programming projects.

How to be a programmer...

- To sequence instructions correctly.
- To read algorithms and predict what will happen
- To design and test an algorithm.
- To debug their algorithm to correct mistakes.