

Computing Knowledge Organiser: Year 1 – Unit 1.7 – Coding

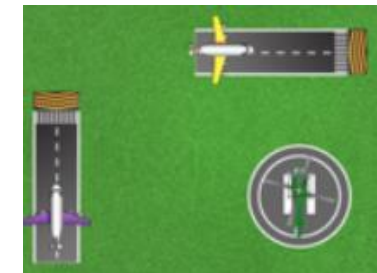
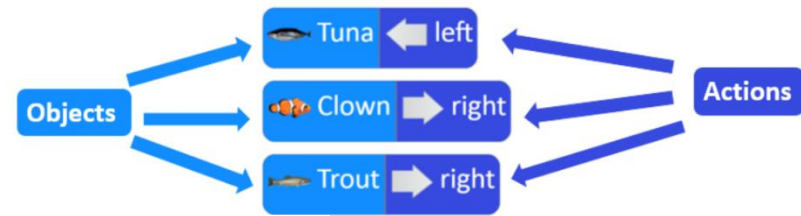
What do I already know?

- Algorithms are step by step instructions.
- Debugging is finding a problem in a code and fixing it.

Key Resources



Key Images



Key Learning

- ✓ To understand what instructions are and predict what might happen when they are followed.
- ✓ To use code to plan and make a computer program.
- ✓ To understand what object and actions are and what an event is,
- ✓ To begin to understand how code executes when a program is run.
- ✓ To understand what backgrounds and objects are.

Background- The part of the program design that shows behind everything else. It sets the scene for the story or game.

Action -Types of commands which are run on an object. They could be used to move an object or change a property.

Key Vocabulary

Execute - To run a computer program.

Input - Information going into the computer. Can include moving or clicking the mouse, using the keyboard, swiping and tilting the device.

Command - A single instruction in a computer program.

Code - Instructions written using symbols and words that can be interpreted by a computer.