

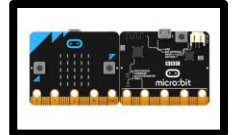
UKS2 Computing Knowledge Organiser

Year 6 - Term 6 - Programming - Sensing Movement

Key Focus: Apply your knowledge of programming to a physical device by programming a micro:bit.

National Curriculum Objectives:

- Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts
- Use sequence, selection, and repetition in programs; work with variables and various forms of input and output
- Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs
- Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information



Programming - Sensing movement

- To create a program to run on a controllable device
- To explain that selection can control the flow of a program
- To update a variable with a user input
- To use a conditional statement to compare a variable to a value
- To design a project that uses inputs and outputs on a controllable device
- To develop a program to use inputs and outputs on a controllable device

Key vocabulary

Word	Meaning
Input	Any information or data that is sent to a computer for processing.
Process	A program running in a computer.
Output	What a computer shows you as a result of the instructions it received.

Sticky Knowledge:

Outputs are determined by the users inputs.

Changing the input of a process will affect the output.