

KS1 Computing Knowledge Organiser

Year 1 - Term 6 - Programming Animations

Key Focus: use programming blocks to use, modify, and create programs.

National Curriculum Objectives:

- Understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions
- Create and debug simple programs
- Use logical reasoning to predict the behaviour of simple programs

Programming Animations

- To choose a command for a given purpose
- To show that a series of commands can be joined together
- To identify the effect of changing a value
- To explain that each sprite has its own instructions
- To design the parts of a project
- To use my algorithm to create a program



Key vocabulary

Word	Meaning
Command	An instruction given to tell a computer what to do.
Algorithm	An algorithm is a list of step by step instructions that a computer follows in order to get a task done.
Coding block	A block of code that can be slotted together with other blocks like a jigsaw pieces.

Sticky Knowledge:

Algorithms are a set of clear instructions to make something happen on a computer.

Coding blocks can be joined together to create an algorithm.

Algorithms can be chosen to match a purpose.