

# KS1 Computing Knowledge Organiser

## Year 2 - Term 6 - Programming Quizzes

**Key Focus:** begin to understand that sequences of commands have an outcome, and make predictions based on their learning.

### 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
- Use technology purposefully to create, organise, store, manipulate and retrieve digital content
- Use logical reasoning to predict the behaviour of simple programs

### Programming Quizzes

- 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	
Word	Meaning
Sequence	The order events must be performed to complete a task.
Outcome	What happens following a sequence of commands.
Predict	Guess what the possible outcome could be.

### Sticky Knowledge:

Sequences of commands have a start point.

A sequence of commands has a given outcome.

Code sequences can be designed to give a particular outcome.