Knowledge Organiser

| Topic:					
Subject:	Computing	**Term:**	Spring 2	**Year Group/Class:**	Yellow Class & Orange Class

Prior/Background Knowledge:

Computing is not explicitly mentioned in the EYFS statutory framework, however, many areas of the framework provide opportunities for pupils to develop their computational thinking through the framework.

In the EYFS children are given many opportunities to explore technology such as iPads, laptops and beebots*

Children can use Purple Mash software to log on, create pictures and save them into their online space. Most children can save and retrieve work. Children are aware of programs, algorithms and why these are important. They have learnt to create simple algorithms and to debug them
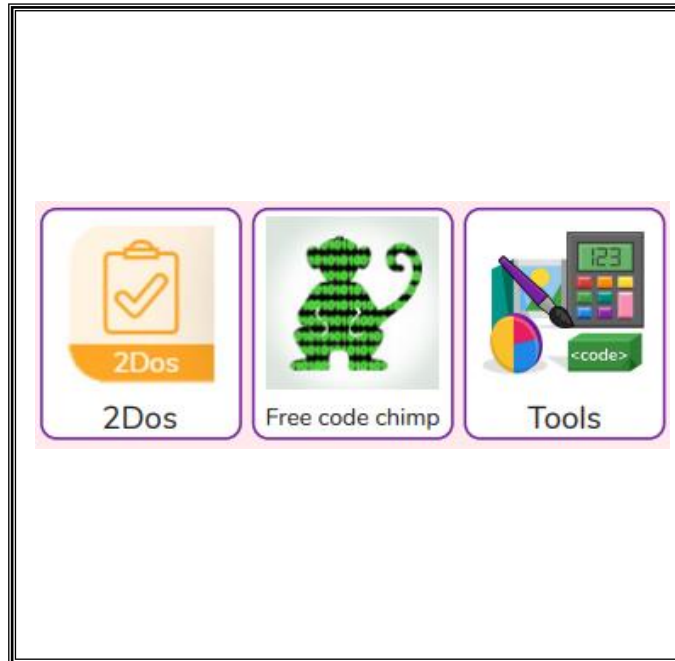
Key questions from the children:

2Dos   Free code chimp   Tools

Key vocab and definitions:

Unit 1.7 – Coding
Action Types of commands which are run on an object. They could be used to move an object or change a property.
Code Instructions written using symbols and words that can be interpreted by a computer.
Event Something that causes a block of code to be run.
Algorithm A precise step by step set of instructions used to solve a problem or achieve an objective.
Command A single instruction in a computer program.
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.
Debug/Debugging Finding a problem in the code and fixing it.
Background The part of the program design that shows behind everything else. It sets the scene for the story or game.
Instructions Detailed information about how something should be done.
Properties All objects have properties that can be changed in design or by writing code e.g. image, colour and scale properties.
Scene The background and objects together create a scene.
Object An element in a computer program that can be changed using actions or properties.
Run To cause the instruction in a program to be carried out.
Sound This is a type of output command that makes a noise.
Output Information that comes out of the computer e.g. sound.
Scale The size of an object in 2Code.
When clicked An event command. It makes code run when you click on something (or press your finger on a touchscreen).

What the children will learn about and background information and key texts they will use:

Unit 1.7 – the children will consolidate what instructions are and predict what might happen when they are followed. We will use code to make a computer program. Children will understand what objects, actions and events are. We will use events to control objects. They will begin to understand how code executes when a program is run. We will plan and make a computer program.

Assessment:

% at Emerging	
% at Basic	
% at Advancing	
% at Deep	

Evaluation:

Quotes from the children and any next steps for development: