Computing Knowledge Organiser
Term 6 – Programming

Seven Fields Primary School

Key Content (New Learning)

To identify and fix bugs in a program	To create a program to move a sprite in four directions	To adapt a program to a new context	To develop a program by adding features

Unit Overview

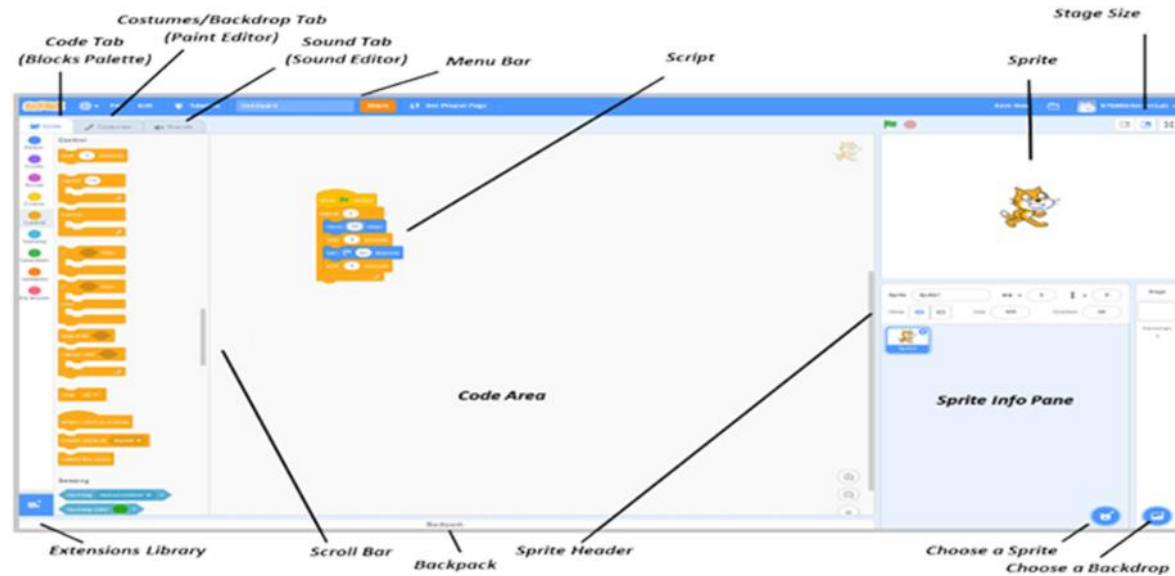|		Vocabulary
Lesson 1	To explain how a sprite moves How does a sprite move? Can you recall which keys to use for actions?	Algorithm – a clear set of instructions followed in a specific order
Lesson 2	To program a sprite to move in 4 directions	Code – a set of instructions used for different programs
Lesson 3	To adapt a program for a new context How can we add a program extension? How do we put pen down?	Commands – a single part of a program. It tells the computer to do one action
Lesson 4	To add features to a program with additional pen blocks	Debug – To find and remove errors from computer hardware or software
Lesson 5	To identify and fix bugs in a program. Can you match the code to an outcome?	Execute – Run a program, press go, start the algorithm Loops – part of a command that repeats
End Point	To create a maze based project leaving a pen trail	Sequence – to place programming instructions in order Sprite – an object, image or character in Scratch that can be controlled using commands