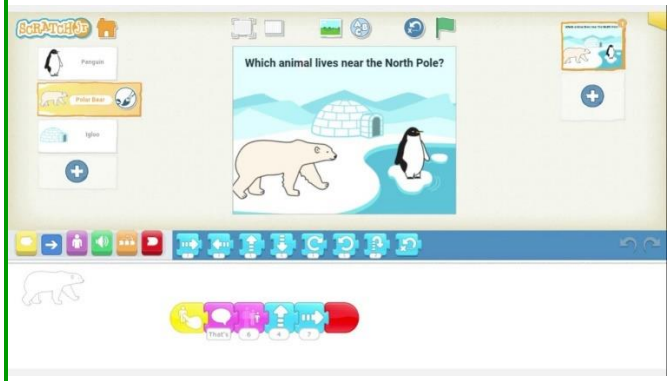
KNOWLEDGE ORGANISER

COMPUTING	PROGRAMMING QUIZZES	KS1

Cross curricular links

Maths:
Sequence events in chronological order using language [for example, before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening]
Describe position, direction and movement, including whole, half, quarter and three-quarter turns

Pictures/photos relevant to topic



Key skills

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/definitions

Sequence – A sequence is when things happen in order, one after the other, like following steps in a recipe or building with LEGO bricks.

Command – A command is like giving a computer an instruction, just like telling a robot to move or jump. It tells the computer what to do!

Outcome – An outcome is what happens after you give a command or run a program. It's like pressing a button and seeing what happens on the screen!

Predict – To predict means to guess what will happen next. In computing, it's like thinking about what will happen when you run your program.

Blocks – Blocks are like puzzle pieces used in coding. They snap together to make a program, helping computers understand what to do. They are often used in coding games like Scratch!

Home learning – Useful information

Can you go onto scratch junior and make your own quiz about the a topic you have been learning about in your other lessons?

https://www.scratchjr.org/