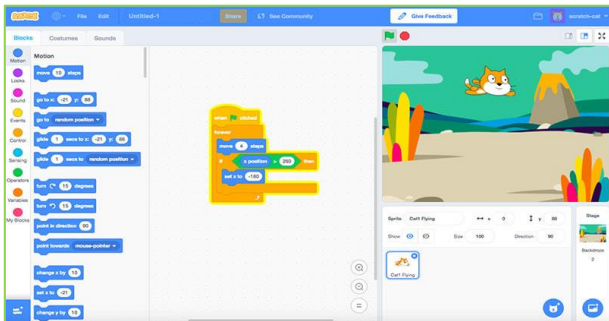




KNOWLEDGE ORGANISER

COMPUTING	REPETITION IN GAMES	LOWER KEY STAGE 2
Cross curricular links	Key skills	Key Vocabulary/definitions
<p>Maths: Patterns, sequences and turns.</p>	<ul style="list-style-type: none">• Write programs that accomplish specific goals.• Work with various forms of output.• Work with various forms of input.• Use sequence in programs.• Use repetition in programs.	<ul style="list-style-type: none">• Input: Information put into a machine or system• Output: The information that a computer produces by processing a specific input• Program: A set of instructions that a computer follows in order to perform a particular task• Code: A set of step-by-step instructions that tells a computer what to do• Debug: The process of finding and fixing errors in the source code of any software
Pictures/photos relevant to topic		
		
Key facts		
<ul style="list-style-type: none">• The Scratch programming language is used in many different settings: schools, museums, libraries, community centres and homes. Scratch is designed primarily for users aged 8–16 but it can be used by all ages.• Scratch takes its name from a technique used by D.J.'s called 'scratching', where vinyl records are clipped together and manipulated on a turntable to produce different sound effects and music. Like scratching, the Scratch website lets users mix together different media in creative ways by creating and remixing projects, like video games, animations, music and simulations.• Scratch is not exclusively for creating games. With the provided visuals, programmers can create animations, text, stories, music, and more. Users of Scratch are called 'Scratchers'.		