Lodge Farm Primary School- Knowledge Organiser

Computing Topic: Pictogram and Lego builders.	**Year:** 1 **Term:** Autumn 2

Key Knowledge/Content Pictograms:
- To understand that data can be represented in picture format.
- To contribute to a class pictogram.
- To use a pictogram to record the results of an experiment.

Key Knowledge/Content Lego builders:
- To compare the effects of adhering strictly to instructions to completing tasks without complete instructions.
- To follow and create simple instructions on the computer.
- To consider how the order of instructions affects the result.

Key vocabulary with definition:
New Vocabulary Pictograms
- Collect Data - Gathering facts and information.
- Compare -Looking at what is the same and what is different.
- Data -A collection of information, used to help answer questions.
- Pictogram -A diagram that uses pictures to represent data.
- Record Results -Writing down what you have found out.
- Title -The name given to a piece of work

Key vocabulary with definition:
New Vocabulary Lego builders:
- Algorithm -A precise, step-by-step set of instructions used to solve a problem or achieve an objective.
- Code -Instructions that a programmer enters into a computer that cause the computer to perform a certain way.
- Computer -An electronic device for storing and processing data.
- Debugging -To find and remove errors from computer hardware or software.
- Instructions -Detailed information about how something should be done or operated.

Links to:
Prior learning:
To group and sort information.
Future learning:
To explore questioning.

By the end of this unit
All children can: **understand** that data can be represented in picture form and **follow** and **create** simple instructions.

Most children can: **contribute** to a class pictogram and **compare** the effects of following instructions to complete tasks.

Some children can: **use** pictograms to record the results of an experiment **consider** how the order of instructions affect the results.

Background understanding for teachers and parents:
Autumn 2 is based around the children developing their skills in using data to create pictural representations and beginning to follow and create instructions, which we call algorithms.

Curriculum Driver (one):
Aspiration

Evidence outcome:
Having aspiration to become confident in Computing and therefore knowing how technology is used outside of school and within the real-life world.