Lodge Farm Primary School- Knowledge Organiser

Computing Topic: Code 1.7

Year: 1 **Term:** Summer 1

Key Knowledge/Content:

- To understand what instructions are and predict what might happen when they are followed.
- To use code to make a computer program.
- To understand what object and actions are.
- To understand what an event is.
- To use an event to control an object.
- To begin to understand how code executes when a program is run.
- To understand what backgrounds and objects are.
- To plan and make a computer program.

Links to:

Prior learning:

Baking, using beebots and following instructions.

Future learning:

2.1 Coding – algorithms, collision detection, buttons, debugging.

Key vocabulary with definition:

New Vocabulary

- 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.
- Command - A single instruction in a computer program. Debug/Debugging Finding a problem in the code and fixing it.
- Event - Something that causes a block of code to be run.
- 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.
- Algorithm - A precise step by step set of instructions used to solve a problem or achieve an objective.
- 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.
- Object - An element in a computer program that can be changed using actions or properties. Output Information that comes out of the computer e.g. sound.

By the end of this unit

All children can: both **give** and **receive** verbal instruction to achieve a simple outcome such as getting from one point of the classroom to the other whilst avoiding obstacles
Most children can: **design** a simple functioning code.
Some children can: **read** code one line at a time and **make** a good attempt to envision the bigger picture.

Background understanding for teachers and parents:

Coding is the ability to tell a machine which action to perform and how to complete a task. Children are taught how to correctly tell and follow instructions.

Curriculum Driver (one):

Aspiration

Evidence outcome:

Having aspiration to become confident in computing which will therefore support future jobs.