Lodge Farm Primary School- Knowledge Organiser

Computing Topic: Stimulation and Graphing.

Year: 3 **Term:** Summer 2

Key Knowledge/Content Stimulation:

- To consider what simulations are.
- To explore a simulation.
- To analyse and evaluate a simulation.

Key Knowledge/Content Graphing:

- To enter data into a graph and answer questions.
- To solve an investigation and present the results in graphic form.

Links to:

Prior learning:

Coding, questioning and spreadsheets.

Future learning:

Spreadsheets, databases and coding.

Key vocabulary with definition Graphing:

Prior Vocabulary

- Data - A collection of information, especially facts or numbers, obtained by observation, questions or measurement to be analysed and used to help decision-making.
- Chart - A diagram that represents data. Charts include graphs and other diagrams such as pie charts or flowcharts.
- Sorting - Organising data by a rule such as alphabetical or numerical.

New Vocabulary

- Axis - A fixed horizontal or vertical reference line for the measurement of coordinates or to plot data in a graph
- Tally Chart - A way of recording how often something happens by counting in fives. Key Vocabulary
- Graph - A diagram that represents data. There are specific layouts for graphs including bar graphs and line graphs.

Key vocabulary with definition Stimulation:

Prior Vocabulary

- Evaluation - To judge the value, condition or effectiveness of something.

New Vocabulary

- Analysis - A detailed examination of something.
- Decision - The act or result of making a choice after careful thought.
- Modelling - The act of representing something, often on a smaller scale.

By the end of this unit

All children can: **analyse** and **evaluate** situations in activates and **use** data to create appropriate graphs.

Most children can: can **present** their findings as part of a discussion and **give** reasons for the choices they make and **investigate** different types of graphs.

Some children can: **understand** the importance of simulation to replicate events and **use** a range of graphical forms to handle data.

Background understanding for teachers and parents:

Children will be creating simulations. They will also be using software as a way of presenting information through graphs.

Curriculum Driver (one):

Communication

Evidence outcome:

Know how to understand and present data and be able to present data in different ways.