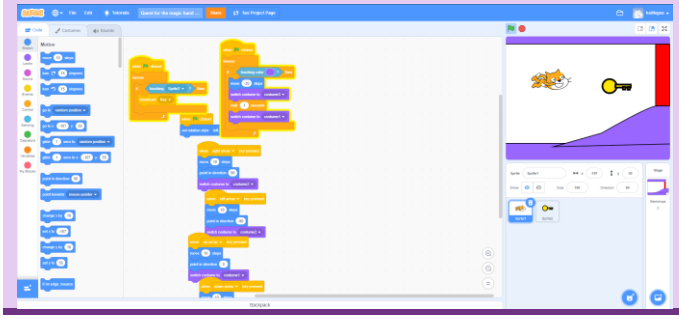
Computing Knowledge Organiser UKS2 Term 2

Prior learning: children will have programmed an on screen sprite to follow commands, using loops, repetition and procedures

Multimedia: how can I use technology to research and present information?

Key resources

Scratch



Laptop

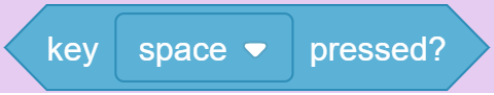


Vocabulary

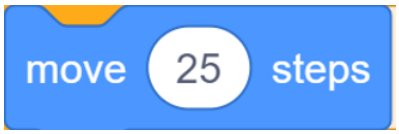
Block
The code/language that Scratch reads your commands/steps in.



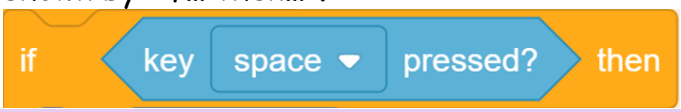
Condition
A statement that can be either true or false.



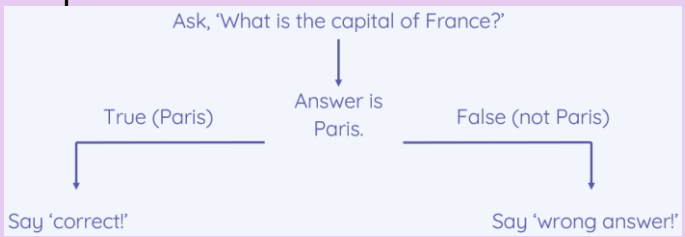
Action
The output when the condition is true.



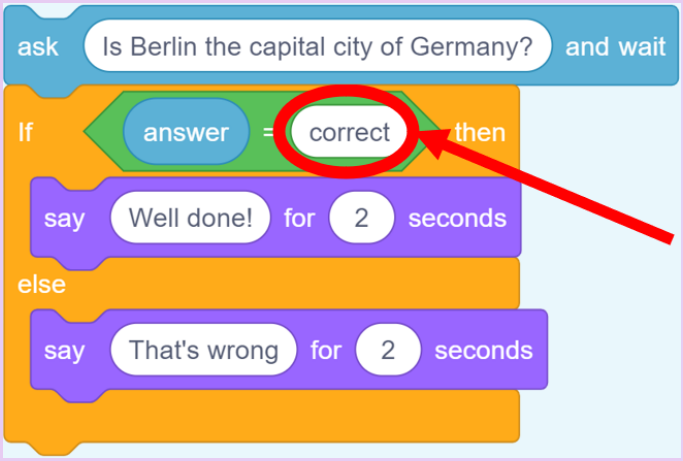
Selection
Part of a program where if a condition is met, then a set of commands is run. Usually shown by "if… then…".



Algorithm
A precise set of ordered steps/commands that can be followed by a human or a computer to achieve a task.



Debug
The process of finding and correcting errors in a program.



Program
A set of ordered commands that can be run by a computer to complete a task.

