



St Leo's and Southmead
Catholic Nursery and Primary
School

Year
Two

Computing Knowledge Organiser

Spring
Term

Amazing Activities

Share their games with
children from Year 1.

Key Concepts

QR codes can be scanned and will take you directly to a piece of information which can then be saved and amended.

Computer programmes need to be "written" in order for games to work. Algorithms are used to achieve this.

Algorithms can be written to make a sprite move in different ways, at different times and speech/sound can be added.

A range of blocks can be "snapped" together to achieve a set outcome.

Each individual sprite needs its own set of commands to achieve a set outcome.

Errors in code blocks can cause a game to not work as it should do.



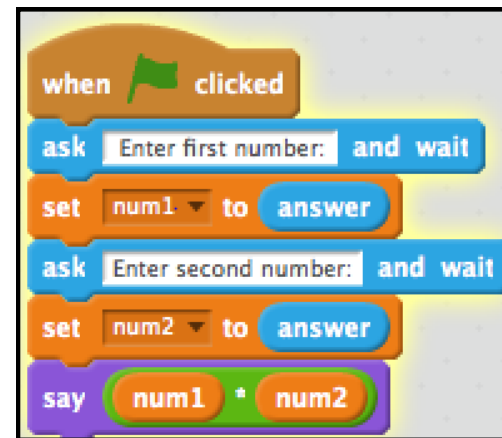
Code a Story

Skills

- Save, share and retrieve my digital work.
- Plan out an algorithm with a sequence of commands to carry out specific tasks.
- Identify 'bugs' in computer programs and use the term debug in context.
- Predict the outcome of a sequence of blocks in Scratch.

Curriculum Links

Literacy Link: Opportunities to reinforce imperative verbs. Story writing.



S
C
R
A
T
C
H

Key Vocabulary



QR code - Quick response code

Download - copy information from one place to another

Algorithm - set of instructions designed to perform a specific task.

Scratch - a computer coding program

Sprite - a computer graphic which can be moved

Backdrop - similar to a background

Bug - an error or fault in a program

Debug - fixing an error or fault in a program.

Code block - instructions in a program