St Leo's and Southmead Catholic Nursery and Primary School

Year Four

Computing Knowledge Organiser
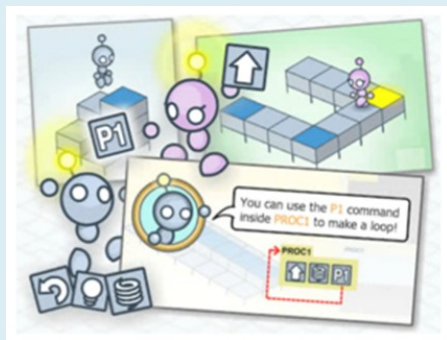
Spring Term 1

Key Concepts

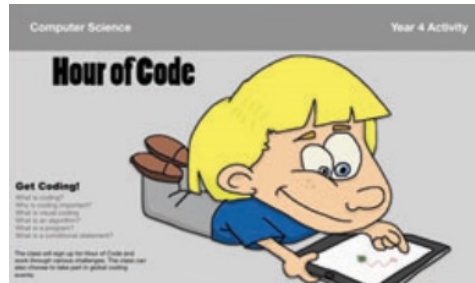### Key Questions
Why is coding important?
What is visual coding
What is an algorithm?
What is a program?
What is a conditional statement?
What is the Hour of Code?
How can I give instructions to an onscreen sprite?
Can you use computing vocabulary?
How can I use code to animate?7
What is coding?

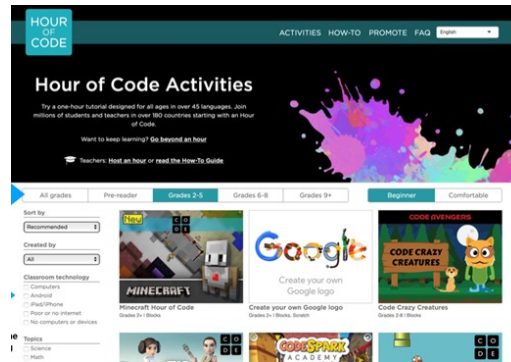### COMPUTER PROGRAM
A sequence of instructions that are executed by a computer.

Computer Science   Year 4 Activity

Hour of Code

Get Coding!

Hour of code introduces the children to computer science and explains how to program give instructions to a computer. It shows children how a computer works/ thinks

Curriculum Links
English Links:
- Opportunities for the children to use websites for programming activities
- Children to use book creator to record their work on ipads.

Key Skills
- improve the quality and presentation of work using **editing** and **formatting** technique
- explain **What** is coding and **Why** should we learn how to code?
- Use **conditional statements** such as 'if', 'then' & 'when' to control devices / achieve specific outcomes.
- take screenshots as they progress and add them to their **Coding journal**.
- use **computing language**

Key Vocabulary

Website	A site found on the internet when using search engine
Conditional	Features of a programming language to perform different actions
Run	Programming language that makes the computer follow an instruction
Program	Can accomplish a computer task
Loop	Allows a program to continue again and again
Command	An instruction so that a computer performs a specific task
Block	More than 1 set of statements or instructions
Sequence	More than 1 instruction that have to happen in order
Sprite	A static or animated object / creature in a game

Nurture, Inspire, Succeed