



St Leo's and Southmead
Catholic Nursery and Primary
School

Year
Four

Computing Knowledge Organiser

Summer
Term 2

Amazing Activity
Children to create a Mine-
craft challenge for whole
class to collaborate on.

Key Concepts

The children will complete the following challenges:

Challenge 1:

Children will build a glass house



Challenge 2:

Children will measure the length of a character



Challenge 3:

Children will build something amazing up in the clouds

Challenge 4:

Children will investigate which animals are on their farm if they have 28 legs in total.

Challenge 5:

CHALLENGE 5
What are the values of each Minecraft character?

	+		+		=	30
	+		+		=	18
	-		=	2		
	+		x		=	?

Challenge 6:

Children to collaborate and create a model of a school.

Challenge 7:

Children to create a Maths challenge for their friends.

Minecraft Challenges

In this module the children will get to explore some Minecraft challenges and will be given the opportunity to build their own Minecraft school.

Key Skills

- ◆ Demonstrate a clear process when solving problems.
- ◆ Breaks the problem up into smaller parts. E.g. what am I trying to do? What have I done already that might help? What do I think the program should be doing? What is it actually doing? Is there more than one solution? How can I test my solution?
- ◆ Knows when using an application how to save their work. The child can choose the best way to save their files. E.g. as an image

Curriculum Links

Maths Links: - measurement, problem solving

Nurture, Inspire, Succeed

Key Vocabulary

coding	creating computer programming code / writing statements in a programming language / giving instructions.
griefing	A griever or grief player, is a participant in an online multiplayer computer game who makes a point to harass other participants in the game.

Computing Vocabulary

Today's word is...

Do you understand the language of technology?

Griefing



Explain meaning / Definition:

Use in a sentence:

(add photos, video, draw)

