

The Flourish Federation—Knowledge Organiser

Brookfield Infant and Junior Schools



Computing Focus:	Computer Science—	Year 1	Term 2
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What? (Key Knowledge)
I begin to understand what an algorithm is.
I can write a set of instructions for a purpose
I understand that a computer needs precise instructions.
I start to show care and precision to avoid errors

Cross-Curricular Links
Art- design backgrounds for a beebot grid Maths- direction, position

Useful Web Links
https://www.purplemash.com/sch/brookfield-infant Children all have home access. Log in details are in the front of Reading Record books.

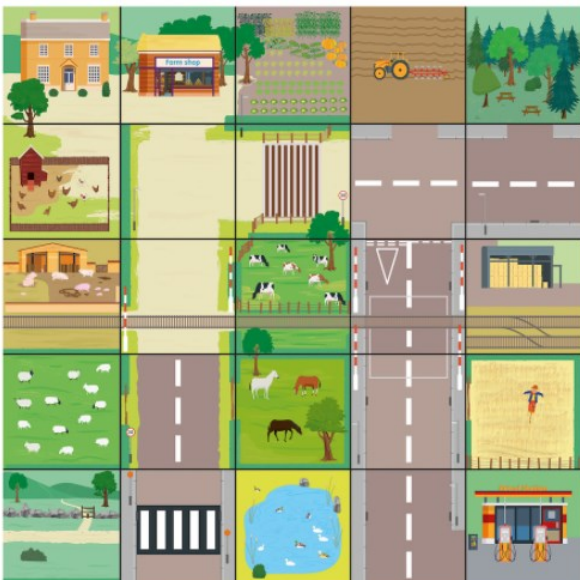
What? (Activities)	
I begin to understand what an algorithm is.	Children will explore how the beebots move and will only move when given instructions by programming them . Children will be taught that the computer uses algorithms to complete tasks by watching a video What is an algorithm? - KS1 Computing - BBC Bitesize
I can write a set of instructions for a purpose	Using the beebots and grid mat children will work in a small group to write a set of simple instructions and use them to guide the beebot to a given toy on the beebot mat.
I understand that a computer needs precise instructions.	Children watch ks1 video on coding What is coding? - KS1 Computing - BBC Bitesize Children are taught how to input clear instructions , clear memory and run their code. Beebots move left, right, up, down and turn
I start to show care and precision to avoid errors.	Children are taught to check code and are guided on how to fix mistakes (debug) in code as they arise



What? (Key Vocabulary)	
Spelling	Definition
Action	Types of commands, which are run They could be used to move the beebot
Button	The
BEEBOT	A type of robot that can be programmed to change /move direction
Code	A group of commands that are joined together and are run when a specific condition is met or when an event occurs.
Input	Information going into the computer-device. Can include moving or clicking the mouse, using the keyboard, swiping and tilting the device. On a beebot you press the buttons to input instructions
Stop command	A command that stops the beebot

What? (Key Vocabulary)	
Spelling	Definition
Code design	Design what your program will look like and what it will do.
Coder	A person who writes computer code.
Coding	Writing instructions that can be interpreted by a computer /electronic device to create a program.
Command	A single instruction in a computer program
Program	Several commands that run purposefully together.
Properties	All objects have properties that can be changed in design or by writing code e.g. image, colour and scale properties.
Sound	This is a type of output command that makes a noise.

Visuals



Forward 3, turn left, forward 2, turn right, forward 1