



Upper Key Stage 2 – Computing Coding Knowledge Organiser Spring 2 and Summer 1

Course F – 1-9 spring 2 and 10-19 summer 1

Children can **translate algorithms** that include **sequence**, selection and repetition into code with increasing ease and their own designs show that they are thinking of how to accomplish the set task in code utilising such **structures**. They are combining **sequence, selection and repetition** with other coding structures to achieve their algorithm design.

When children **code**, they are beginning to think about their **code structure** in terms of the ability to **debug** and **interpret** the code later, e.g. the use of **tabs** to organise code and the naming of **variables**.

Key Vocabulary:

Function:

Behaviour:

Sprite:

Event:

Loop:

Variable:

Constant:

Models and simulations:

Machine learning:

DNS:

DSL/CABLE:

Fibre optic cable:

Internet:

IP Address:

Packets:

Servers:

URL:

What is coding?

Coding is what makes it possible for us to create computer software, apps and websites. The internet browser, the apps on your phone, Facebook, snapchat etc and different websites all use coding.

In order to play games, do homework or talk to friends on a computer, programs are used. Computer programs are made using a special language called code. Coding is used so that the computer understands what to do. A cartoon mouse is seen programming another mouse on the screen to move forwards and backwards, using words and numbers. Once the mouse knows how to write basic code she feels that she is able to program the computer to do lots of different things.