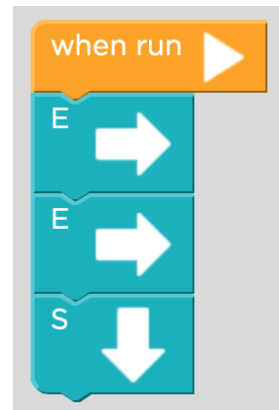| Computing | Knowledge organiser |
| KSI | Spring 2 |

Code.Org

Key Question: How can I make an algorithm and get rid of errors?

Vocabulary	Definition
A quarter turn	To turn 90°.
Instructions	Directions and orders for how something is done.
Algorithm	A list of steps to finish a task.
De-bug	Finding and fixing problems in an algorithm or program.
Error	Something that went wrong.
Right	To move right.
Left	To move left.

when run ▶

E ➡
E ➡
S ⬇

An example of an algorithm.

Mouse

Left hand button   Right hand button

Scroll wheel

Body
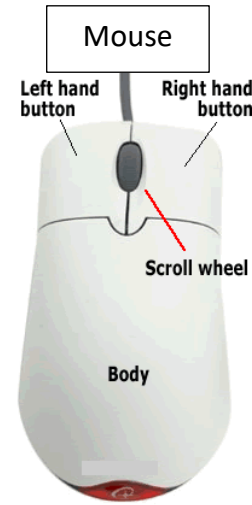
Substantive concepts	Vocabulary		
Microsoft Word	Keyboard - Something that you type on to get different letters, numbers and symbols.	Word processing - Word processing involves the use of computers, software, and printers to get data into printed form.	
E-Safety	E-safety - Knowing ways to safe online.	Cyber bullying - Bullying that takes place through electronic devices online.	Social media - Websites and applications that allow users to create and share content.
Art & Design	Animation - A way of making a movie from many still images.	Frames - Individual pictures in a sequence of images.	
Computer Science	Algorithm - A process or set of rules to be followed.	Debug - To find and fix any mistakes or errors.	Program - A precise series of instructions written in a computer language.
Presentation	Image - A picture of something.	Resize - To make the file size or image smaller.	Layout - How the images and texts looks like on the page.
PowerPoint	Screenshot - To take a picture of your screen or part of your screen.	Shortcuts - Using the keys efficiently on the keyboard to perform tasks.	Undo <ctrl> + z Cut <ctrl> + x Copy <ctrl> + c Paste <ctrl> + v Select All <ctrl> + a Save <ctrl> + s Redo <ctrl> + y Bold <ctrl> + b Italics <ctrl> + i Underline <ctrl> + u

Lesson 1 – What personal information should not be shared?
I should never share:
my name
my address
a photo of me or my family

Lesson 2 – Can I drag and drop items efficiently?
Use the mouse and click the left hand button.
Drag the mouse and move the cursor from A to B.

Lesson 3 – Can I make a simple algorithm and fix any errors?
A computer can only follow clear instructions.
An algorithm can move something up, down, left and right.

Lesson 4 – How can computers read my instructions?
If instructions have errors, the algorithm will not work.
You can fix errors by debugging.

Lesson 5 – How can algorithms be sequenced and debugged?
Errors can be fixed by debugging.
It can take more than 1 time to fix the algorithm.

Lesson 6 – Can algorithms be simplified and be repeated?
A loop can shorten the code.
A computer can read an algorithm.
A computer can repeat your instructions.