

Year 2



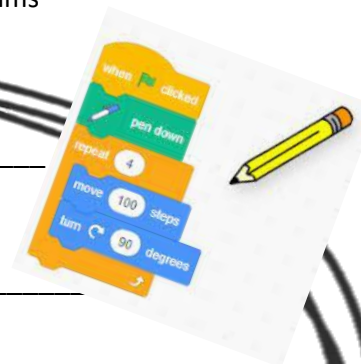
Knowledge Organiser: Computing

Programming B – Introduction to quizzes



In Year 1, you learnt:

- programming blocks are used to tell the computer what you want it to do
- Sprites are objects that can be programmed to do different things
- an algorithm is a precise set of ordered instructions, which can be turned into code
- 'Design' in programming means choosing any sprites that are needed, creating/choosing artwork for the sprites and backgrounds, and writing algorithms



Key Vocabulary		
sequence	sprite	change
command	algorithm	match
program	design	compare
run	actions	debug
start	project	features
predict	design	evaluate
block	modify	

I predict that my partner's program will _____
 because _____.

This program won't work because _____

This is happening (outcome) because _____.

These programs produced the same outcome because _____.

I prefer this program because _____.

This program has _____ and _____.

I would use the blocks in this order: First _____, Next _____, After that _____, Finally _____

Next time I could _____

Key Facts

- a sequence shows the order in which things happen
- computer programs run in sequence
- a sequence of commands has an outcome
- there isn't always a 'right' answer when creating programs, and that the same outcome can be achieved in different ways.
- the 'design' is the task of designing artwork and algorithms

