We are Astronauts - Computing Knowledge Organiser - Coleman Primary School (Year 2 Autumn 1)

In Year One you were…:

- understanding algorithms as sequences of instructions and how algorithms are implemented as programs on digital devices
- creating and debugging simple programs
- using reasoning to predict the behaviour of simple programs.

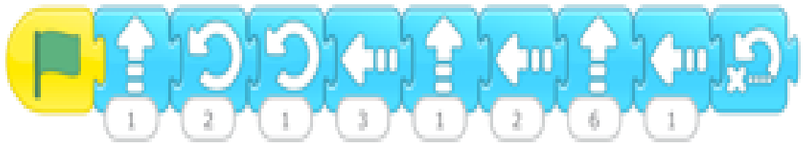
You will learn …..

- To know how to create a simple programs for sprites in ScratchJr
- To know how to debug programs for sprites in ScratchJr
- To know how to create a sprite in Scratch Jr

Vocabulary	
Algorithm	A sequence of precise instructions or steps
Program	Sequence of instructions that can be followed by a computer
Debug	Correct mistakes in a program or algorithm
Sprite	A graphical character in a program that can be given its own instructions
Backdrop	Part of the scenery

Algorithm

You will work out the algorithm to move your spaceship to the moon.



Program

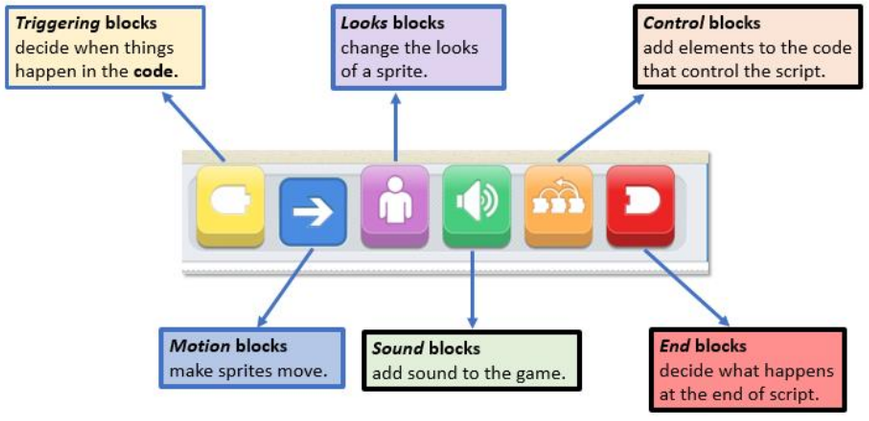
You will program the spaceship in scratch.

Debug

You will detect errors in your algorithm and change them so your algorithm with work.

Backdrops and Sprites

You will create your own back drop and sprite in scratch



In Year Two you will ….

- understand what algorithms are; how they are implemented as programs on digital devices and that programs execute by following precise and unambiguous instructions
- create and debug simple programs
- use logical reasoning to predict the behaviour of simple programs.