



# We are Games Testers - Computing Knowledge Organiser - Coleman Primary School (Year 2 Spring 1)

## In Year One you were...:

- Understanding algorithms as a sequence of instructions and how algorithms are implemented as programs on digital devices
- Using reasoning to predict the behavior of simple programs
- Using technology safely, learning to keep personal information private

## You will learn .....

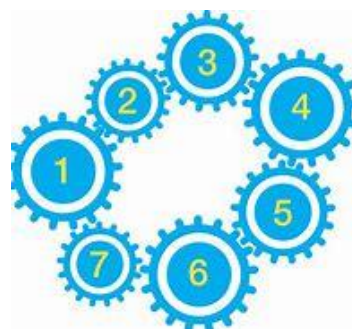
- \*To know how to use logical reasoning to predict the behaviour of simple scatch games
- \* To know how to use games safely and in balance with other activities

## Vocabulary

Input	Data supplied to a computer – in this case, it is a mouse click, keyboard press or tapping on a tablet.
Output	Information produced by a computer – in this case, it is moving sprites on a screen
Source Code	The code that at particular program follows, the instructions or rules that determine what happens in a game.
Algorithm	A sequence of precise instructions or steps (sometimes a set of rules) to achieve an objective.
Repetition	Programming construct which allows a group of instructions to be repeated a number of times.

## How do you think these computer games will work?

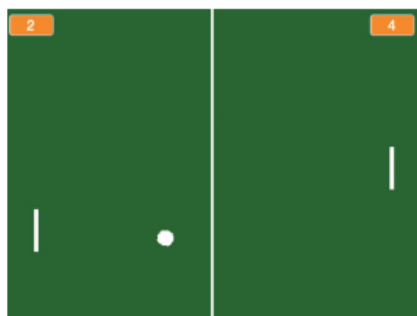
How will you play the game?  
How will you win the game?



Session 1: Addition race game



Session 2: Fish game



Session 3: Tennis game



Session 4: Duck shooting game

## Logical Reasoning

Can you make a prediction of what will happen in the game?  
What do the sprites do?

## Think critically about computer games

- Does it matter that these games are quite hard?
- Do they find that the difficulty makes them more likely to want to get better, or does it put them off trying?
- Do they prefer easier or harder games?
- Do they keep playing some games over and over again??

## Internet Safety

You need to keep yourself safe on the internet. If you play games with someone over the internet you must not tell them

- Your name
- Your age
- Your address
- Your school

## In Year Two you will ....

- Understand what algorithms are and how they are implemented
- Use logical reasoning to predict the behaviour of simple programs
- Use technology safely and respectfully keeping personal information private