Amblecote Primary School—Knowledge Organisers							AMBLECO					
[Phase:	3/4	Subject:	Computing	Focus:	Cod	ing	Те	rm:	Summ	ier	西门
 <u>What I should already know?</u> That a series of instructions correctly put together will allow a system to run a specific job to benefit the user. Be able to state what an algorithm is. Vocabulary							Knowledge — Computing					
						•	To design ar system and To use selec To understa	gorithi n algor code t ction in nd and	ithm th his repr coding d use va	g with the 'if' command. ariables in 2Code.		
Action		commands, which are run of property.	on an object. Th	ey could be used to mov	ve an object o	r	To deepen understanding of the different betw timers and repeat commands.					lerent between
Algorithm	A precise	e step by step set of instruct	tions used to so	ve a problem or achieve	an objective.			Exit Design				Exit Design
Bug	A proble	m in a computer program t	hat stops it wor	king the way it was desig	gned.							Switch to code mode in 2Code.
Code Design	Design w	vhat your program will look	like and what it	will do.				if if equals Then equals 0, number myNumber1 .				Change variable
Command	A single	instruction in a computer p	rogram.				Setting Provide Contraction					
Control	These co times, w	ommands determine whether hen.	er parts of the p	rogram will run, how oft	ten and some-			An 'if' comn	nand		a variable in Code	A change variable block
Debug/ Debugging	Looking	for any problems in the cod	e, fixing and tes	ting them.				<u>By the en</u>	id of t	<u>he uni</u>	t I shoul	<u>d know</u>
Event	Somethi	ng that causes a block of co	de to be run.				•	How to build an algorithm using a flowchart that			wchart that	
If	A condit	ional command. This tests a	statement. If tl	ne condition is true, ther	า		•	works to control a real system. Within the flowchart you will have used 'IF' com- mands which tell the computer to run a series of in structions if a variable is met. You will understand that a variable is something the can change and give a different value. How to tell the difference between timers and re- peat commands—understanding that a timer is base				
Object		ent in a computer program outtons, characters and vehi			operties. In							
Repeat	This com ever.	nmand can be used to make	a block of com	mands run a set number	of times or fo	r-	•					
Timer	Use this	command to run a block of	commands afte	r a timed delay or at reg	ular intervals.		-					
Variable		l area in computer memory his variable value.	. A variable has	a name and a value. The	e program can			on time and that repeat commands happen when the command finishes.				appen when the

Question 1 - What is a computer simulation	<u>Start of</u> <u>Unit</u>	<u>End of</u> <u>Unit</u>	Question 3 - What does this button do?	<u>Start of</u> <u>Unit</u>	<u>End of</u> <u>Unit</u>
When you ask the computer to turn on			Deletes all of my work		
When a computer system replicate a real life situation			Sends my work to a teacher		
When I play a video game, such as Minecraft			Saves my work		
When the computer gets too hot			Deletes everyone's work		
Don't know			Don't know		

<u>Question 2</u> - If I set an 'IF' statement to the following what will happen at 30 seconds on the timer?	<u>Start of</u> <u>Unit</u>	<u>End of</u> <u>Unit</u>	Question 4- What are the different object types? Se- lect more than 1.	<u>Start of</u> <u>Unit</u>	<u>End of</u> <u>Unit</u>
IF [Timer]=30 then [alarm volume] 10			Buttons		
Nothing will happen					
			Pillows		
The alarm will make a really loud noise					
			Zips		
The alarm volume will be set to 10					
			Characters		
The computer will turn off					
			Don't know		
Don't know					<u> </u>

What I would like to find out?						

Answers to my questions						