

Computing Year 1/2 Knowledge Organiser

Key knowledge

Know to tell an adult if you see something worrying or unexpected online

Know how to give simple and clear instructions

To give examples of technology

Know that technology can be used for communication.

Vocabulary

Technology

An electrical device or piece of equipment that has a purpose

Command

An instruction that you give to a computer

Debug

To look for the faults and correct them so that commands runs properly.

Algorithm

A series of steps which will give you the answer to a problem or question.

Internet

A computer network which allows computer users to connect with computers all over the world.



Prior Knowledge— *(complete as a class at the beginning of new unit)*



Computing Year 3/4 Knowledge Organiser

Key knowledge

Know to how to protect my personal information.

Know how to recognise websites and games that are appropriate for my age.

Know how to put programming commands in a sequence to achieve a specific outcome.

Know that algorithms will also help solve problems in other learning such as maths, science and technology.

Know the standard keyboard layout and the basics of touch typing.

Vocabulary

Attachment

A file (folder, photo, document) which is attached separately to a message that you send to someone.

Branching database

A way of classifying a group of objects.

Coding

The act of writing instructions in a computer programming language

Website

A group of connected pages on the internet containing information on a particular subject.

Stop motion

A technique used in animation and photography in which a subject is filmed then adjusted a frame at a time.

CPU 'Central Processing Unit'

The part of a computer that processes all the data and makes the computer work



Prior Knowledge— *(complete as a class at the beginning of new unit)*



Computing Year 5/6 Knowledge Organiser

Key knowledge

Know how to explain the consequences of sharing too much information about myself online.

Know why I need to protect my computer or device from harm.

Know how to use logical reasoning to detect and correct errors in algorithms and programs.

Know how to combine a range of media to achieve a particular outcome.

Know how to select appropriate tools to communicate and collaborate online.

Vocabulary

algorithm

A series of mathematical steps, especially in computer program

collaborative

A piece of work which is done by two or more people or groups working together.

avatar

An image that represents you on the screen in an online game or chatroom.

database

A collection of data that is stored in a computer and that can be used and added to

programming

The process of writing a program so that data may be processed by a computer.

Variable

Data values that can change when the user is asked a question

operator

Is a symbol that usually represents an action or process

Router

A piece of equipment which allows access to other computers or networks e.g. the internet.



Prior Knowledge— *(complete as a class at the beginning of new unit)*

