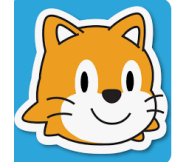


# Computing Knowledge Organiser

## Year 2 Summer 2: Programming quizzes



**What we already know:** YEAR 2 ROBOT ALGORITHMS (Summer 1) *See also Year 1 Summer 2 – programming animations*

- Robots have a computer inside.
- Robots do what we want because they follow instructions.
- The order of my instructions changes how the beebot moves.
- Programmers use artwork as well as code in their designs.

### **Key Vocabulary:**

Sprite	Turn
Sequence	Direction
Command/Instruction	Forwards
Left	Backwards
Right	Prediction
Position	Grow/shrink
Precise	Code
Program ( <i>a set of instructions</i> )	Event
Algorithm ( <i>a step-by-step procedure</i> )	
Debug ( <i>identify &amp; remove errors</i> )	

### **What we are going to learn:**

- When you follow a set of instructions, there is an outcome.
- Technology can be used to create and organise information.
- We can use Scratch Jr to create quizzes as well as animations.
- We can use sound, movement, text and artwork to make a program appeal to others.

**What we are going to learn next time:** YEAR 3 – SEQUENCING SOUNDS

- Instructions can be given to more than one sprite at a time.
- Sounds can be added to sequences to match an action
- Code can be added and adapted to change or enhance a project.