GGA- Autumn Computing Knowledge Organiser for Year Six 6.1 Coding
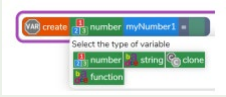
Vocabulary

Algorithm	A precise step by step set of instructions used to solve a problem or achieve an objective.
Decomposition	A method of breaking down a task into manageable components. This makes coding easier as the components can then be coded separately and then brought back together in the program.
Flowchart	A diagram that uses specifically shaped, labelled boxes and arrows to represent an algorithm as a diagram.
Input	Information going into the computer. This could be the user moving or clicking the mouse, or the user entering characters on the keyboard. On tablets there are other forms such as finger swipes, touch gestures and tilting the device. In 2Code the commands prompt for input and get input are used to prompt the user to enter typed input and then use this input.
Output	Information that comes out of the computer e.g. sound. prompt, alert or print to screen.
Simulation	A model that represents a real or imaginary situation. Simulations can be used to explore options and to test predictions.

Skills that I am going to learn.

Know how to plan and use selection and variables.	Know how the launch command works.
I can use selection to run only one bit of my code	I can use launch command to open another website out of purple mash

Know how to use flowcharts to create and debug code	Know how to design a playable game with a timer and a score
I can use a flowchart to see where my code may be incorrect	I can successfully create a game for someone else to play that includes a timer and score

Key Resources

purple mash

Tools

2Dos

2Chart

Free code gorilla

Key Questions

In 2Code Gorilla, how can a program receive user input?
What is a function in coding?
How can you use Tabs in 2Code Gorilla?

Why are we learning this?	Why is this important?
To be able to improve our problem solving skills	It is a way for us to think strategically