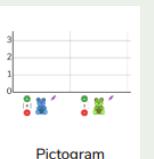
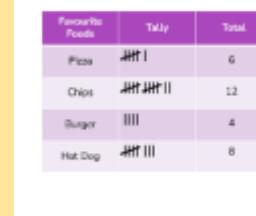
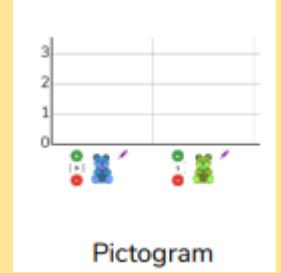


GGA Spring Computing Knowledge Organiser for Year Two: Questions

Vocabulary	
Closed Question	A question that offers a set of answers or options for a person to choose from.
Open Question	A question that can't be answered with yes or no and requires extra detail.
Tally Chart	A table used to record and count data using tally marks.
Pictogram	A diagram that uses pictures to represent data.
Sorting	The process or operation of ordering items and data in a certain way.
Branching Database	A type of database that uses yes or no questions to help sort and identify objects.

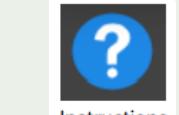
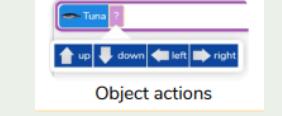
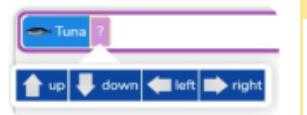
Skills that I am going to learn.	
Know how data can be used to help answer a question I can use data to answer specific questions 	Know how to ask an appropriate question, gather data using a tally chart and present it using digital tools I can gather reliable data and present it in a tally chart 
Know how yes or no questions can be used to sort data I can ask questions that only require yes or no answers 	YES NO Yes or No Questions
	
Key Resources	Branching Database

Why are we learning this?	Why is this important?
To be able to ask good questions to find out more information	asking the right questions helps us learn and gather reliable information from different sources

Key Questions
Why does a question need to be asked to gather data?
How is asking yes or no questions different to asking a regular question?
Why are yes or no questions useful?

GGA Spring Computing Knowledge Organiser for Year Two: Coding

Vocabulary	
Command	A single instruction in a coding program.
Debug\ Debugging	Fixing code that has errors so that the code will run the way it was designed to.
Event	Something that happens in a program that causes a block of code to be run.
Output	Information that comes out of the computer e.g. sound.
Program	A set of instructions (an algorithm) that tells a computer what to do.
Algorithm	A set of instructions in order
Action	The way that objects change when programmed to do so. For example, move.
Collision Detection	An event command that detects whether two objects have touched each other

Skills that I am going to learn.	
Key Images	
 <p>Instructions</p>	 <p>Object actions</p>
 <p>Open Design view</p>	 <p>Open Code view</p>
 <p>Object actions</p>	 <p>Timer</p>
Key Questions	
<p>What is an algorithm? Why is it useful in coding?</p> <p>If you are good at coding, you don't need to debug. Is this true?</p> <p>Why is it important to know there are different object types?</p>	
Why are we learning this?	Why is this important?
<p>To be able to give clear instructions to make things happen on a computer.</p>	
<p>To know how to think logically, solve problems and understand how technology works.</p>	

GGA Spring Computing Knowledge Organiser for Year Two: Making Music

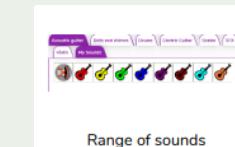
Vocabulary

BPM	Beats per minute - how fast or slow a piece of music is played.
Compose	To write or create your own piece of music by putting notes and sounds together.
Looping	Repeating a short section of sound or music over and over again.
Digital Music	Music that has been recorded and stored on a computer or device so it can be played at any time.
Tune	The part of the music that you can hum or sing along to
Sound Effect (SFX)	A sound other than speech or music.
Background Music	The music that plays behind talking or action in a film, TV show or game.

Skills that I am going to learn.

Explore, edit and combine sounds using 2Sequence

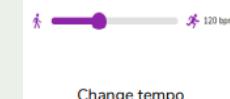
I can put 2 or more sounds together



Range of sounds

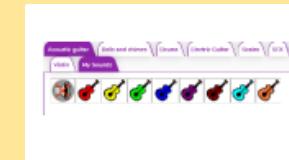
Know how to improve a tune and make music based around a feeling..

I can make sounds that reflect a given emotion



Change tempo

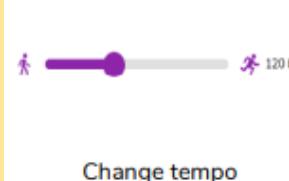
Key Resources



Range of sounds



Change volume



Change tempo



Change number of beats



Add sound



Loop tune

Key Questions

What is meant by digital music?

How can I change how my music sounds?

What is meant be the tempo of the music?