



Eden Park Primary School Knowledge Organiser





The Powerful Knowledge we will take away from this Learning Enquiry (what we will be learning)

- To know what is meant by 'technology'
- To learn that we are already programmers at different levels/stages.
- To understand how technology has advanced rapidly in recent years, particularly how the internet has revolutionised communication
- To learn about, design and write programs that accomplish specific goals, including controlling or simulating physical systems.
- To solve problems by decomposing them into smaller parts
- To use sequence, selection, and repetition in programs; work with variables and various forms of input and output.
- To debug programs that accomplish specific goals, including controlling or simulating physical systems
- To use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.

Focussed Literacy texts:

The Lost Words (Poetry) and Straw Into Gold (Narrative)

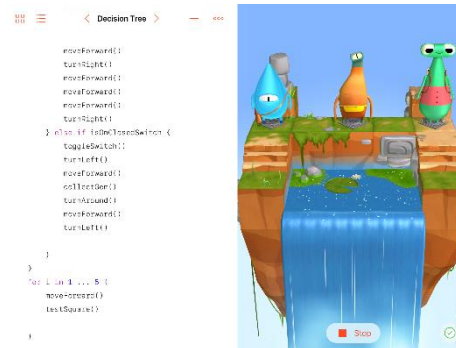
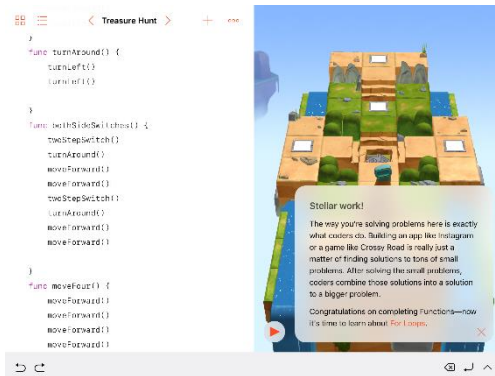
Our Key vocabulary

Word	Meaning	Image
Technology	Machinery and equipment developed from the application of scientific knowledge	 
Digital Citizen	A digital citizen is a person using information technology (IT) in order to engage in society, politics, and government. They are those who use the internet regularly and effectively.	
Program	A series of coded software instructions to control the operation of a computer or other machine.	
Command	An instruction or signal causing a computer to perform one of its basic functions.	
Coding	The process or activity of writing computer programs.	
Control	A switch or other device by which a device or vehicle is regulated.	
Variable	A data item that may take on more than one value during the runtime of a program.	
Debug	The process of identifying and removing errors from computer hardware or software.	
Algorithm	A process or set of rules to be followed in calculations or other problem-solving operations, especially by a computer.	

Key Information:

Learn the commands:

- *moveForward*
- *collectGem*
- *turnLeft*
- *toggleSwitch*
- *func*
- *turnRight*



How will we use the school values?

WILLOW WELLBEING

- *Listen to your conscience*
- *Reflect on your actions*
- *Share with others*
- *Learn to inspire others*

ROGER RESPECT

- *Be a good listener*
- *Be responsible and take responsibility for your own actions*

TOBY TEAMWORK

- *Allow others a fair opportunity to make decisions*
- *Work to resolve group conflicts*
- *Be positive and encouraging*

CRYSTAL CREATIVITY

- *Step out of your comfort zone*
- *Learn to visualise*
- *Build on and feed off the creativity of others*

ISABELLE INDEPENDENCE

- *Challenge yourself*
- *Overcome obstacles by persevering*
- *Learn from your mistakes*



Outcome:

To learn the process of coding, through sequencing, selection and repetition but also how to debug programmes to accomplish specific goals.