Topic: Programming	Term: Summer 2	Year: 2	Duration: 4 weeks

Eden Park Primary School Knowledge Organiser

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

During this Learning Enquiry, the children will create their own quiz question designs, including their own choices of question, artwork, and algorithms. Here are some key facts and knowledge that the children will know by the end of the LE:

- How to change a background.
- How to get back to the homepage.
- How to use grow and shrink blocks and their respective colours.
- What colour the move blocks are and how to use them.
- How to make animation full screen.
- The abstract terms of code and running the code.
- What an outcome is and that all actions have an outcome.
- How to create different outcomes with their program.
- How to use new blocks to build their sequence algorithm including the 'Start on tap' block instead of the green flag.
- How to add sprites (characters) to their quiz and how to make a sprite answer the given question by building an algorithm.
- Know how to go from 'code' level to 'running the code'.
- Children will learn what it means to evaluate their product and do so.
- Know that to correct an error in a program is to debug it.
- Know how to debug any errors they have made in order to improve their product.
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Prior Knowledge

The children will need to use their prior learning from Year 1. In particular, they will build on their knowledge from their ***technology around us*** learning enquiry in which they were introduced to the early stages of program design through the introduction of algorithms.

Our Key vocabulary	
Word(s)	**Meaning**
Sequence	Defines what should happen next in an algorithm or program. The specific order.
Command	A simple instruction in a computer program.
Programming tools	Any software program that helps programmers in creating, editing, debugging, maintaining and/or performing any programming or development-specific task
Algorithm	A set of rules to be followed by the computer
Simple programs Complex program	A set of ordered operations a computer performs – these can be simple or longer and more complicated.
Programming area	Web **programming,** game **programming,** cloud computing **programming,** parallel **programming,** desktop app **programming,** robotics **programming**
Programming blocks	The chunk of instruction that builds the algorithm
project	An individual or team effort that is planned and carried out to achieve a goal
Design	Decide upon the look and the function of a program
Debug	To identify and remove errors from the program or algorithm.