

Knowledge Organiser- Computer Science Y6

Key Vocabulary

What the children should already know:

Y1- algorithm, instruction, command, device, outcome, program, technology, predict, sequence, turn, left, right, forwards, backwards

Y2- clockwise, anti-clockwise, debugging, order, blocks, project, repeat, forever, invisible, grow, shrink

Y3- input, output, apps, logical reasoning, code/coding, web content, sprite, background, forever, forward (fd), left (lt), right (rt), move, clear screen (cs)

Y4- selection, variable, decompose, decomposition

Y5- network, physical systems, flowchart, backdrop, script, blocks

Swift playground A and B

BBC Microbit to trigger a sensor C

Import- to open a file that is in a format different from the format the application creates on its own.

Event- an **event** is an action or occurrence recognized by software.

Sensor- input devices that record data about the physical environment around it.

Key Learning

A. To design, write and debug a program to solve a problem

B. Include more complex selection linked to variables.

C. Create a program where an event is triggered by a sensor.

D. To understand that the internet is made up of networks of computers around the world that can provide multiple services

Software, Hardware & Web Resources



<https://microbit.org/get-started/home-learning/>

<https://makecode.microbit.org/courses>

