



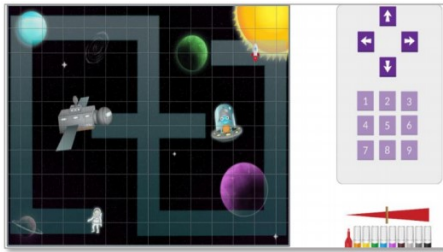
Mossfield Primary School Knowledge Organiser



Year 1 — **Computational Thinking**. Computational thinking is a way of looking at problems that allows a computer to help us solve them.

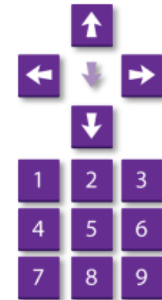
Key Learning

To understand how to create and debug a set of instructions. (algorithm).

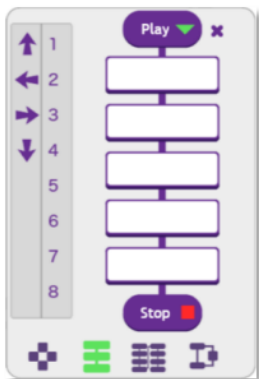


To consider how the order of instructions affects the result.

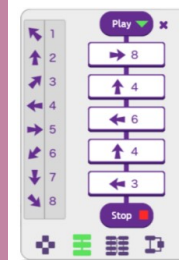
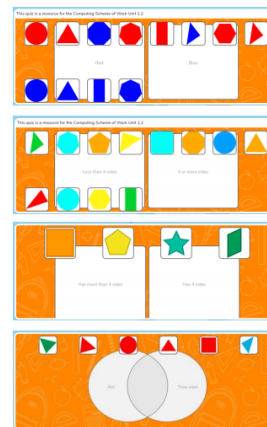
To understand the functionality of the direction keys.



To understand how to change and extend an algorithm list.



To sort items on the computer, using a range of criteria.



Key Vocabulary

Algorithm	A precise, step-by-step set of instructions used to solve a problem or achieve an objective.
Criteria	A way in which something is judged.
Debug	To find and remove errors from computer hardware or software.
Forward	To move in the direction that one is facing or travelling.
Instruction	Information about how something should be done.
Left turn	To move the object in an anti-clockwise direction.
Rewind	Move back several steps or to the start.
Right turn	To move the object in a clockwise direction.
Sort	Put things together by features they have in common.
Undo	Cancel or reverse the instruction.