



# Mossfield Primary School Knowledge Organiser

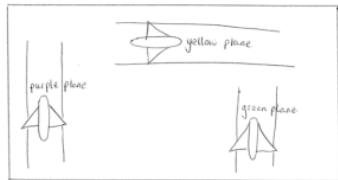


Year 5 — **Coding**. Behind every animation or activity we use on computers, there is a set of instructions that tell the computer what to do. Scratch and 2Code are just two types of software we use for coding.

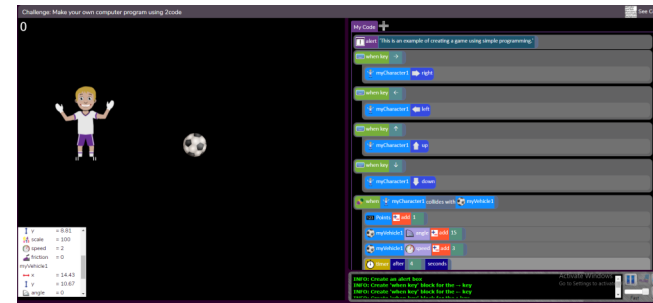
## Key Learning

To represent a program design and algorithm.

**Task:** To make an airport program where the planes take off.



- 1) Click purple plane to make it take off.
- 2) Click yellow plane to make it take off.
- 3) Click green plane to make it take off.
- 4) If green plane crashes with yellow plane; make crashing sound.

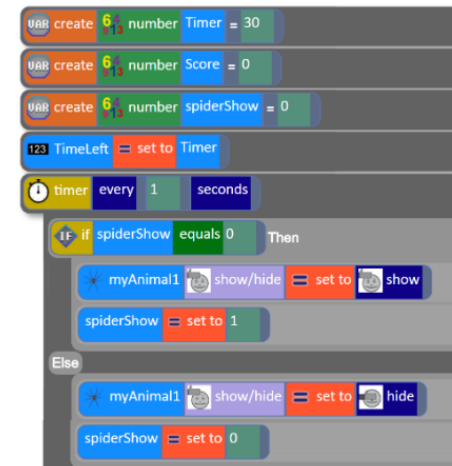


To create a program that simulates a physical system using decomposition.

To explore string and text variable types so that the most appropriate can be used in programs.



To program a playable game with timers and scorepad.



# Key Vocabulary

Action	Types of commands, which are run on an object. They could be used to move an object or change a property.
Algorithm	A precise step by step set of instructions used to solve a problem or achieve an objective.
Bug	A problem in a computer program that stops it working the way it was designed.
Command	A single instruction in a computer program.
Control	These commands determine whether parts of the program will run, how often and sometimes, when.
Debug/Debugging	Looking for any problems in the code, fixing and testing them.
Event	Something that causes a block of code to be run.
Input	Information going into the computer. Can include moving or clicking the mouse, using the keyboard, swiping and tilting the device.
Object	An element in a computer program that can be changed using actions or properties.
Output	Information that comes out of the computer e.g. sound.
Repeat	This command can be used to make a block of commands run a set number of times or forever.
Sequence	This is when a computer program runs commands in order.
Selection	This is a conditional/ decision command. When selection is used, a program will choose a different outcome depending on a condition
Simulation	A model that represents a real or imaginary situation
Variable	A named area in computer memory. A variable has a name and a value. The program can change this variable value.